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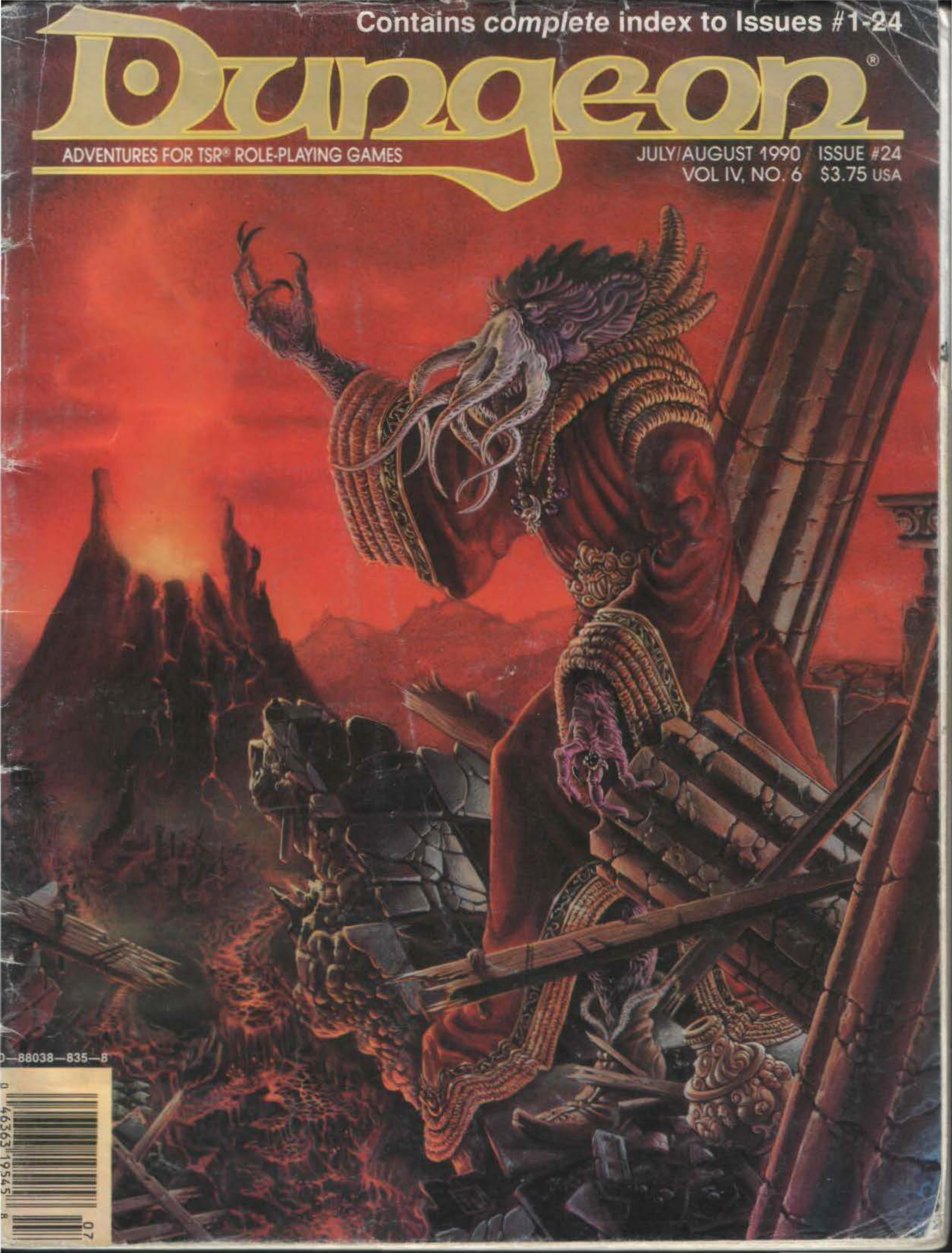
JULY/AUGUST 1990 ISSUE #24
VOL IV, NO. 6 $3.75 USA



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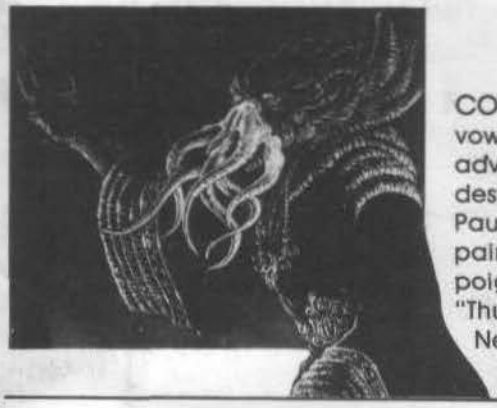
Dungeon®

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

JULY/AUGUST 1990 ISSUE #24



COVER: A mind flayer vows vengeance on the adventurers who destroyed his home. Paul Jaquays's cover painting captures this poignant moment from "Thunder Under Needlespire."

Four Years and Counting

In 1987, when I was hired as assistant editor for DUNGEON Adventures, one of my first jobs was to proofread issue #4. Twenty issues and over three years later, not much has changed. Oh, we're on our third art director and fourth editorial assistant, but the magazine you hold in your hands has changed little from its dramatic debut issue.

But there are changes in the air—some of which you may have already noticed. Some of these are purely cosmetic (the ability to run color ads on the inside covers). Other changes involve business decisions that should, in the long run, improve the quality of the magazine. Issue #23 was the first to carry non-TSR advertising. As ad sales increase, we hope to expand the magazine to 72 pages, allowing us to bring you even more role-playing adventures.

In its four years of publication, we haven't increased the subscription or single-copy price of DUNGEON Magazine. In fact, it's that time of year now that many of you wait for eagerly: the annual summer subscription sale (try saying that three times fast!). Look for the ad and special subscription card in this issue and save up to $9.00 on new and renewal subscriptions. But hurry! This offer expires August 31st (and it's not too soon to think about early Christmas presents).

We've got some big plans coming up for the future, too, so be sure not to miss an issue. And as always, your comments on our efforts are appreciated. Send your letters to DUNGEON, P.O. Box 111, Lake Geneva WI 53147.

Have a great summer! If you can make it to the 1990 GEN CON® game fair (at Milwaukee's MECCA Center, August 9-12), be sure to stop by our booth and say hi.

P.S.: This issue's quote was sent in by Matt Hart of Dinwiddie, Virginia.

Barbara G. Young

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Anne Dupuis — IN THE DREAD OF NIGHT
(D&D® game, levels 1-3) He wears black, hires orcs, and looks depraved—but don't be fooled. He's far more dangerous than he seems. 6

Willie Walsh — A HITCH IN TIME
(AD&D® game, levels 7-10) No matter how much loot you take, you never took anything at all. Confused? Wait until you try *this* dungeon. 26

James Jacobs — THUNDER UNDER NEEDLESPIRE
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Vol. IV, No. 6

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ART DIRECTOR: Larry W. Smith
TYPESETTING: Commset, Ltd., Streamwood IL
SUBSCRIPTIONS: Janet L. Winters

With a host of furious fancies
Whereof I am commander,
With a burning spear, and a horse of air,
To the wilderness I wander.
By a knight of ghosts and shadows
I am summoned to a tourney
Ten leagues beyond the wild world's end.
Methinks it is no journey.

"Tom O'Bedlam"
Anonymous

LETTERS

Issue #1: Done!

I play only the D&D® game, prefer boxed text, and am interested in modules of levels 8+. Our group consists of six adults and my teenage step-son.

We recently completed all of issue #1 (yes, I know it's old). At the end of module X3 *Curse of Xanathon,* the "plots against the legal authority of the Duke" became the DUNGEON® modules "The Dark Tower of Cabilar" and "Into the Fire." The other modules were introduced using treasure maps.

This is the first time the group has played either mini-modules or converted AD&D® game modules, and they voted to play more of your modules over another full D&D game module.

I totally enjoy your publication and read every adventure.

John J. Landers
Hopatcong, New Jersey

Mothers from Heck

In your March/April editorial [issue #22], you addressed Jim Ward's "Angry Mothers from Heck" article [in DRAGON® Magazine #154]. The fact that you received additional letters concerning responsible ethical standards suggests a continuing concern in your patrons and their families on this subject.

I have long been an outspoken proponent of ethics in fantasy games and literature. My seminars on the subject are well attended. My articles in *Gateway* Magazine are open for inspection.

While I found Mr. Ward's article vague in content and offensive in its illustration, I was pleased that you, at least, took a stand on your writer's guidelines. I applaud your efforts to forward positive concepts through your magazine's games.

I am left to wonder, however, about the "Tastelessness should be strictly avoided" statement as opposed to the cover of that particular issue. While John Terra's "Rank Amateurs" was a delightful adventure, I found the cover illustration to represent your magazine at its most tasteless. It's hard to reconcile the cover to your policy statement.

Tracy Raye Hickman
Springfield, Wisconsin

We thought the cover of issue #22 was a delightful satire on family life in a humanoid village. Surely it wasn't the naked baby you found distasteful. Maybe it was the cat with the eyeball.

Back to Africa

I was overjoyed that you printed a module ("The Leopard Men," issue #22) featuring "The Dark Continent" monsters from DRAGON #122. As a fan of both Africa and your magazine, I was thrilled to see them together.

In the letters section you said about adventures, "I don't know how much 'exoticity' I will tolerate." I hope this does not mean Africa. Like *Oriental Adventures,* Africa is a wonderful alternative to the traditional Eurocentric AD&D adventures. Please stay open to more adventures like "The Leopard Men."

I have a suggestion for one of the monsters in this adventure. In the "Out of Africa" article in DRAGON #122, the author (Charles R. Saunders) said, "The only way to stop a tuyewera is to invoke an incantation that induces the spirit . . . to leave." Basically, that's *exorcism,* a spell that any 8th-level cleric can have. So why not make the tuyewera magic resistant otherwise. The challenge would be in trying to find out how to stop it. A monster like a tuyewera should never be destroyed by a *fireball.* That's too easy.

Another thing Saunders said was "At night, the tuyewera is invisible." Not "hard to see." Not "well hidden." *Invisible.* Characters of levels 8-10 should be able to handle the challenge. Make it as memorable as possible.

Of course, this would mean you couldn't use as many tuyeweras as in "The Leopard Men," but they should be difficult enough to construct that one tuyewera should be sufficient to keep a party occupied.

Brady English
Asheville, North Carolina

Wanted: More Motives

I have been subscribing to your magazine now for over two years, and I really find it a great asset to my campaign. Although it is impossible for a magazine to cater to everyone's needs, I think you have done a very good job.

Out of the few modules I have run from your magazine, I would say that "At the Spottle Parlor" (issue #12) by Rick Swan was the most enjoyable one. It was easy to integrate into my campaign, and it took only an hour or so to prepare. I also enjoy the solo modules you publish, especially Nigel Findley's "White Fang" (issue #20). This was the only solo adventure I have played where I won the first time I played it!

One of the biggest problems I have with your magazine is the PC motives for going on the adventures. When you're running a detailed campaign, it is hard to run an adventure based on just a treasure map. The PCs' main interests are in the campaign goal, not just in filling their sacks with gold pieces. I would like to see more adventures like "Chadranther's Bane" (issue #18) by Paul Hancock, where the characters have no choice but to play the adventure. Maybe you could request authors to provide a couple of brief alternative set-ups. This would take up only a small section of the page

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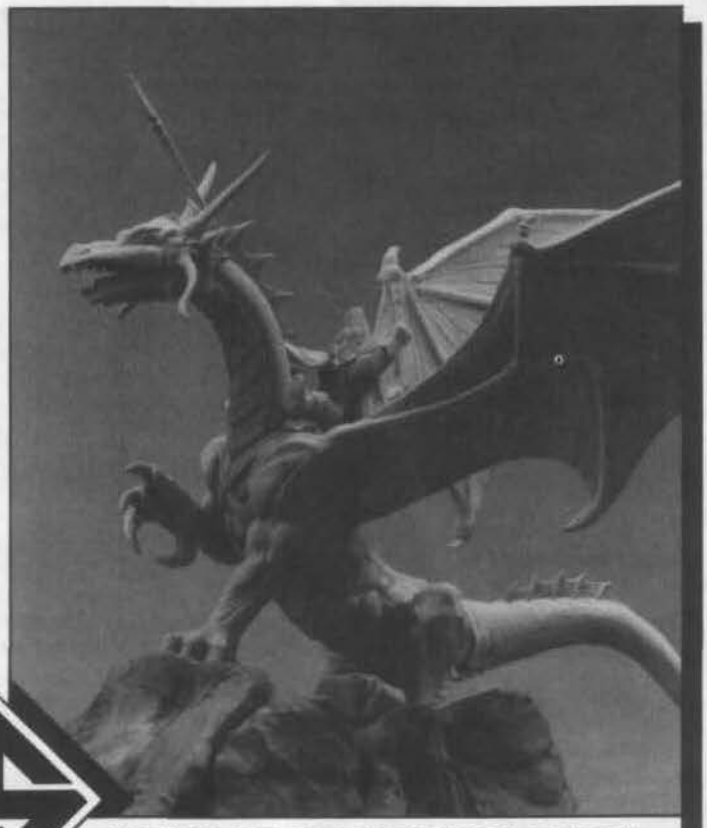

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and would be a great help to me and many other DMs in this situation.

Tim Leadbeater
Aukland, New Zealand

In general, we believe that characters and their players should not *be forced through any given adventure. This is why you won't see PCs coerced by a* geas *spell at the start of a module. We believe in free choice, for both players and their characters.*

This is not to say that the DM can't do some manipulating. Because each DM's campaign is different, it's hard to know what motivating factors will work in each situation. That's why we give a general set-up for each adventure. If, for example, a spirit of national pride will send the PCs off to find an ancient city faster than the lure of treasure, then that's what the DM should use as a hook.

Bad to the Bone

This letter addresses Barbara Young's column in issue #22.

There is nothing that makes me more angry than seeing a non-gamer prevent a magazine like DUNGEON Adventures from publishing material suitable for evil player characters. Most people that seek the abolishing of evil characters do not play a role-playing game, so have no idea of what the details of evil PCs and their religions are. Though a few of the devils in role-playing games bear names similar to evil deities actually believed to exist by some, only a sick individual would see any real meaning in this.

Publishing adventures for evil PCs is not going to make a magazine a "tool of the devil," nor is the abolishment of such adventures going to cause the extinction of such PCs. Whether or not everyone is content with the way evil player characters reflect on actual religion or how they affect the people that play them, they will *continue to exist!* Regardless of whether the existence of these characters is frowned on, and not supported by the press, people will go right on playing them. There is *nothing* that anyone can do to prevent that.

Bill Keevan
Blue Hill, Maine

I do not want to re-open the debate on evil player characters. We've been through that in these pages before. I will, however, try to clearly state my feelings and policy for DUNGEON Adventures:

I don't care if you play evil PCs. That's up to your DM to decide. I don't care if you use your evil PCs in DUNGEON adventures. After they're published, they're out of my hands. I refuse, however, to publish an adventure that requires *PCs to perform evil acts.*

No Deadlines

I am aware that you prefer to receive a query letter before a module is sent to you and agree with your policy. My question is the following: How much of an adventure should be completed before we send the query? Should potential submissions be completed or merely "on the drawing board"? I have sent two queries to you in the past for adventures which were completed at the time, but I have several more ideas on which I would like to query. These latter adventures are as yet unfinished (some unstarted), and I am curious as to whether to complete them and then query or vice versa.

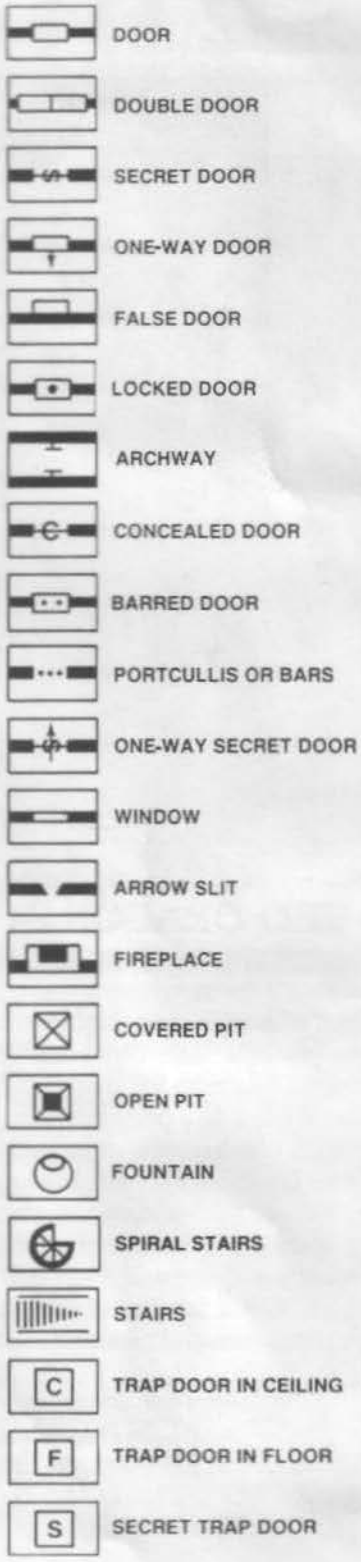
Thank you for your continued excellence in the production of DUNGEON Magazine.

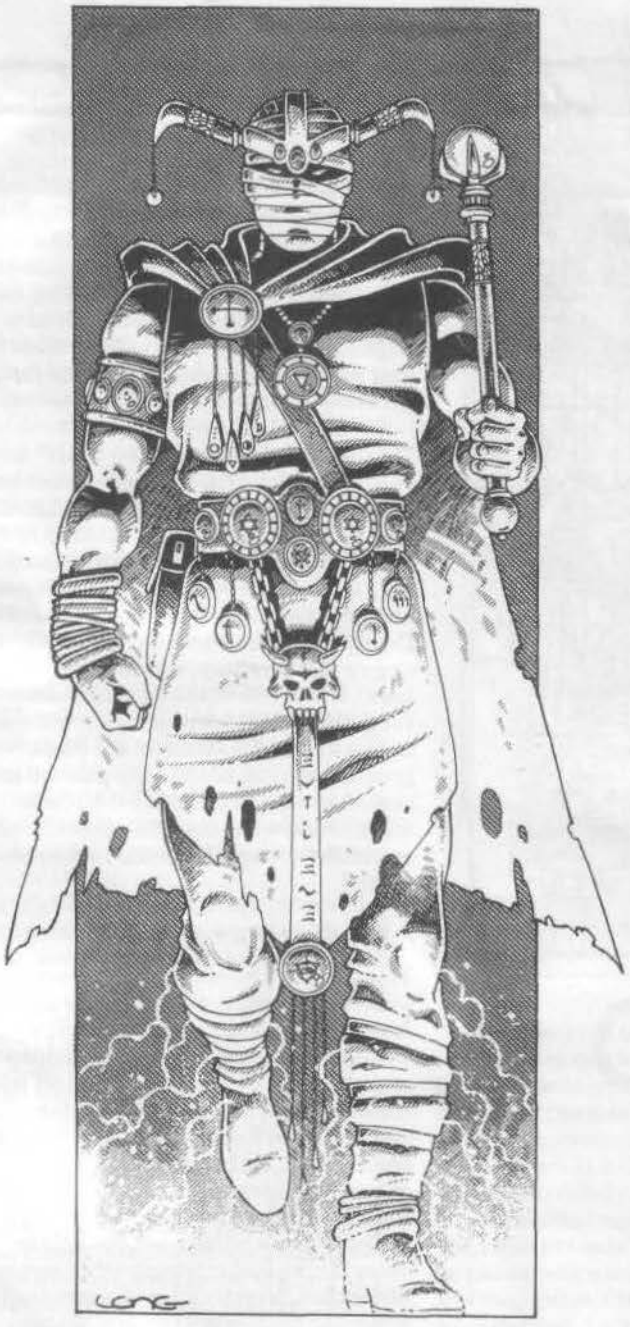
Alan Grimes
Warrensburg, Missouri

Some people send in queries for modules they've already written and used with their own gaming group, or adventures they've run at gaming conventions. Others get a good idea and want to know if we're interested before they spend the time fleshing it out. You can query us either way. If we like your idea, we are merely expressing interest in reading the completed module; we aren't committing ourselves to publish it. Therefore, we don't assign a deadline by which you must send in the adventure. It is in your own interest, however, to send in a requested module as soon as you can so that someone else's similar adventure doesn't ace yours out. Ω

MAP SYMBOLS

These symbols are used on most maps in DUNGEON® Adventures.





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IN THE DREAD OF NIGHT

BY ANN DUPUIS

Things are darkest before they go totally black.

Artwork by David O. Miller

Ann first met her husband, Paul Dupuis, 10 years ago when she went looking for a good Dungeon Master. Perhaps that's why Paul is willing to support her as she turns to a full-time career designing role-playing aids. This is her first sale to DUNGEON® Adventures. With their first mortgage looming in the near future, Ann and Paul hope it won't be her last.

"In the Dread of Night" is a D&D® adventure for 5-8 PCs of mixed classes and levels 1-3 (about 13 total levels). Lawful characters would be best, as Chaotic characters will find little or no reason to help the villagers. The adventure is set along the Westron Road in the Grand Duchy of Karameikos (GAZ1, which covers this territory, would be of help here). If the DM wishes a short adventure, playable to its conclusion in three to five hours, the "Adventure Background" may be read to the players and the adventure begun near the tower itself. Otherwise, the PCs' arrival and activities in the village should be role-played.

Adventure Background

The village of Sisak has been plagued by some unknown terror for nearly a year. It started innocently enough: A few animals disappeared from the fields and were thought to have wandered off while the herdsman dozed. A while later, farmer Bram Radescu's livestock disappeared from his barn. Bram and his oldest son followed the tracks for a mile into the woods. They found their horse, killed by some wild beast, but all the other tracks had mysteriously vanished. Since then, livestock has disappeared on a regular basis, always a few nights before the new moon.

Suspicion fell on Thaddigren Dentiata, a magic-user who had moved into the area shortly before the first disappearances. He had constructed a tower in less than three months, using many imported workers and (it was rumored) great magic. Thaddigren Dentiata himself was hardly ever seen by any of the villagers. It was whispered that Dentiata's magic was of the dark sort.

Grigore Mavrov, the village headman, sent word to the local lord requesting help in the form of armed men to conduct an investigation. None were immediately available, however, as the lord was having problems with goblins raiding some of his more important lands.

Dieter Mavrov (Grigore's grandson), Mikal Tappe (the tavern keeper), and a few of the farmers armed themselves with pitchforks and an old sword that had belonged to Dieter's father, then marched out to the magic-user's tower to confront him with their suspicions. They were met by a polite and cool Thaddigren Dentiata, who gave them a guided tour of his abode. The men found nothing unusual except for the odd henchmen Dentiata kept—half a dozen orcs—who were also polite and cool. The men returned to the village, still suspecting Dentiata but unable to prove anything. Parents began to keep their children indoors during the week of the new moon for fear that the evil would not be satisfied with livestock.

Two nights ago, Dieter Mavrov and Mikal Tappe, having had a bit too much to drink at Mikal's tavern, staggered off vowing to put an end to the terror. Mikal's body was found in the woods the next day, mangled almost beyond recognition by some savage beast. There was no sign of Dieter.

Last night, Grigore Mavrov gathered the menfolk of the village together in the tavern. "Something must be done," they all agreed. But the two bravest villagers, Dieter and Mikal, who had led the farmers to the tower before, were now gone. Words and ale flowed freely through the lips of the men present. In the end Grigore left the tavern, shaking his gray-haired head sadly.

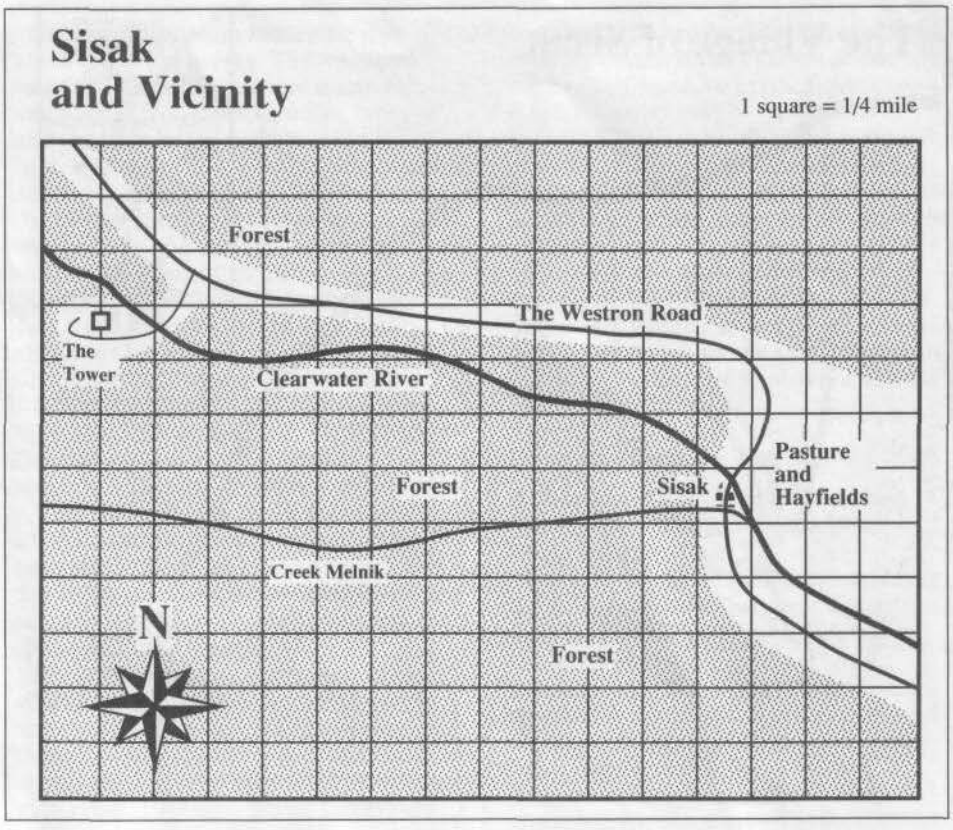
A few moments later the villagers heard a shout. Rushing out of the tavern, they saw four figures dragging the struggling old man into the woods. One of the farmers who had gone to the tower was sure he recognized the largest figure as the chief orc henchman of Thaddigren Dentiata. As a mob, the men ran into the woods, but the orcs had disappeared—and Grigore Mavrov with them.

The PCs may come across the village of Sisak and its troubles while traveling the Westron Road on their way to someplace else. Alternatively, the local lord may have hired the adventurers to investigate the problem, unaware of the new developments.

For the Dungeon Master

Thaddigren Dentiata is indeed responsible for the mysterious disappearances of livestock and for the kidnapping of headman Grigore Mavrov. He intends to sacrifice Grigore on the Stone of Sacrifice in area 11 of his tower, just moments before dawn on the night of the new moon. This sacrifice, if performed correctly, will enable Dentiata to gain a level of experience (becoming a 7th-level magic-user). It will also provide him with his first fourth-level spell (see "The Sons of Night" under "Thaddigren Dentiata and Friends"). The spell revealed by the sacrifice will be *confusion*, but the DM may substitute any fourth-level spell desired. Dentiata has chosen Grigore as the sacrifice because of the headman's long life of upholding the ideals of Law. This makes him perfect for Dentiata's purposes.

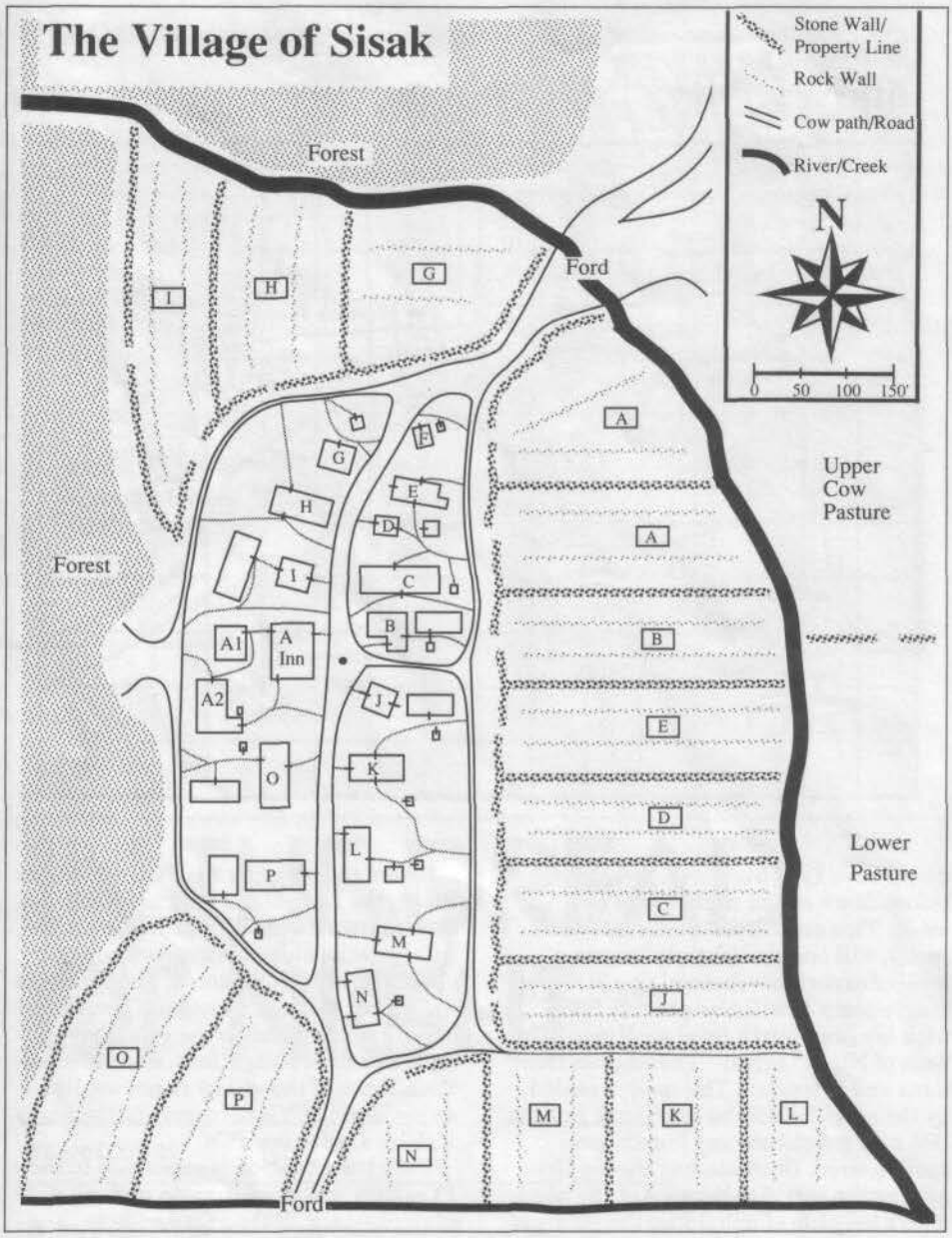
The DM should allow the PCs enough time to rescue Grigore before the sacrifice; at least one full night will be needed. If the party is small or consists of only first-level characters, an extra day may be necessary to allow for the capture, escape, and regrouping of the party. Plan the timing of the adventure accordingly. Have the PCs arrive in Sisak just before noon, either on the last day of the month or on the first, the day of the new moon (see the calender of Karameikos on page 33 of GAZ1 *The Grand Duchy of Karameikos*).



Before role-playing the PCs' actions in Sisak, the DM should read all of the information on the village households. Interrelationships between villagers should be especially noted. The villagers are more than just a means of giving or selling information to the PCs; they have families, obligations, and personalities. Some of the villagers are available as low-level NPCs to round out the party if there are too few PCs.

Once the situation is explained to the PCs, they will need to come up with a plan of attack. If the PCs decide to approach Dentiata's tower after dark, they can use the afternoon to gather information, get any equipment they can, and make plans. If they remember that orcs are nocturnal, the PCs may decide to leave for the tower right away. In either case, their journey to the tower should be uneventful, whether they choose the Westron Road or go through the woods along the Clearwater River.

Keep in mind that Dentiata is a powerful character—too powerful for the average 1st-level PC to easily defeat. Being higher than 4th level, he is immune to *sleep* spells. He is also immune to *charm person* spells (creatures with six or more



hit dice are not affected by this spell; see the D&D Basic Set *Dungeon Masters Rulebook,* page 14).

Dentiata is not invulnerable, however. The PCs may defeat him if they surprise him and cleverly deal with him before he can cast a spell. If Dentiata gets the initiative in an encounter, his spells of choice are *sleep* (for the entire party) or *charm person* (if he meets up with one of the adventurers alone). He will not use his *darkning bolt* (see page 14 for new spell description) unless he is outside the tower or on the roof. Dentiata uses his *wand of paralyzation* only after first using his *sleep* spell.

If Dentiata does manage to capture any of the PCs (with his *sleep* or *charm person* spells, his *wand of paralyzation,* or by force of arms), he puts them in cells in his dungeon. This makes the cells a bit crowded, as there are only two available for the PCs (areas 22 and 23). If Dentiata or Warag, chief of Dentiata's orcs, is feeling particularly cruel, one of the PCs may be put in a cell (area 24) with the now violently insane Dieter Mavrov. The adventurers will be harmed or killed by Dentiata and his minions only if they don't manage to escape from the cells before the hour of sacrifice. If they do escape, return, and are captured again, they will find themselves in the interrogation room (area 25) or on the road to the Black Eagle Barony in the company of Iron Ring Slavers (see GAZ1, page 28).

Sisak Village

Sisak is a tiny village located along the Westron Road in the Grand Duchy of Karameikos, about 25 miles west of Radlebb Keep. Sisak is home to 77 villagers, mostly farmers and their families. There is one tavern here that caters to travelers on the Westron Road.

Most of the buildings are constructed of wood, with thatched roofs and whitewashed or stuccoed walls. Some of the barns have walls of bare wood. The tavern is of stone and timber with a slate roof. This is also the only building in the village with two complete stories, although some of the residences and barns have lofts.

Buildings labelled alphabetically on the map are the residences of the villagers; unlabeled buildings are outbuildings, including barns, byres, and coops for the villagers' livestock. Not shown on the map are the numerous pens and folds for the livestock.

The fields are bordered by the Clearwater River and Creek Melnik. These two waterways join one another just southeast of the village. Each field is labelled on the village map with the letter corresponding to the family that farms it. The inn's two fields are farmed by the villagers and by temporary hired hands in return for ale and other supplies available at the inn. Each field is divided into three roughly equal parts; the villagers rotate the crops in their fields, leaving one part to lie fallow each year.

The grasslands to the east of the Clearwater River serve as pasture for the cows and sheep, and as hay fields. Haying season each summer is a time of cooperative work among the villagers during the day, and feasting and dancing each evening. As there is no mill in the village, all grain harvested by the villagers is taken to a larger village half a day's journey to the southeast.

A well located in the center of the village provides drinking water for everyone. The inn has its own additional water supply. The villagers draw from the river or from Creek Melnik for irri-

gating their fields and for washing clothing. The northern ford is muddy and clouded each morning and evening after the livestock has been driven through, but it soon clears. The cow paths on the outskirts of the village have been beaten down almost 3' below the surface of the surrounding ground.

All villagers conform to the following statistics except where noted otherwise:

Villagers: AC 9; Normal Humans; hp selected according to age, health, and profession; MV 120' (40'); #AT 1 weapon; THAC0 19; Dmg by weapon type; Save Normal Man; ML 6; AL L or N; BD/34. The villagers have very little wealth of any sort.

As the PCs approach the village, read or paraphrase the following to the players:

> As you travel along the Westron Road, a small river winds its way alongside, sometimes twisting away into the woods for a while only to approach the edge of the road once more further on. Its quiet gurgling provides a melodious contrast to your trudging through the mud of the road. The sun shines strongly down upon you, promising to turn the squelching muck left by last night's rains to choking dust before the day is through.
>
> Just before noon you see a village ahead. Its whitewashed buildings are nestled between the river and an adjoining creek. A few welcoming curls of smoke rise up from chimneys. The fields are well tended and neatly laid out between stone walls. To the east are hay fields and pastures.
>
> Approaching the village, you begin to notice that there are no animals in the pastures and no villagers in the fields. In fact, aside from a few chickens pecking about in the dirt of the road, nothing seems to be moving in the village except for one man, cursing loudly as he and his team of horses struggle to pull a fully loaded wagon out of the mud of the ford.

The man is Bram Radescu, on his way back from a supply run for the Bountiful Tappe Tavern. Bram was the first villager to lose his livestock. Since then, he has managed to replace some of his stock but not his horse. He agreed to take Mikal Tappe's wagon and horses to the nearest medium-size town and there purchase supplies, in return for a previous use of the horses. The wagon contains two barrels of ale and many crates and bags of foodstuffs, candles, lamp oil, and the like. Bram and his second son, Igor, have been gone for three days and are unaware of the latest happenings in the village. Seeing the fields and pastures empty and most of the animals still shut in their barns, Bram is more than a little concerned for his fellow villagers. Just a few minutes ago he sent Igor ahead to the tavern to fetch help and find out what's wrong.

Bram Radescu: AC 8; Normal Man; hp 6; MV 120' (40'); #AT 1; THAC0 19; Dmg by weapon type (+1 due to strength); Save Normal Man; ML 6; AL L; BD/34; S 14, I 10, W 9, D 13, C 12, Ch 9. Bram is currently armed with a 10' horsewhip that does 1-2 hp damage, but due to his inexperience in using the whip as a weapon, he is unable to entangle opponents with it.

If the PCs stand by and watch Bram's efforts, or simply wade across the ford ignoring him, he indignantly curses them for their discourtesy. If they offer to help Bram, he accepts their assistance with relief. He knows about the events in Sisak during the past year and was one of the farmers to confront Dentiata but is unaware of Dieter's disappearance, Mikal's death, and the kidnapping of Grigore.

One turn after the PCs first meet Bram, Igor comes running back from the tavern with two farmers to help his father get the wagon unstuck. He is full of the news of Dieter and Mikal and Grigore, and isn't much help with the wagon until he blurts out everything he learned from the other villagers. The two farmers, Nefen Zbon and Vladislav Kruschneh, are glad to see Bram and shortly get the wagon and horses on their way again, if the PCs haven't already helped. Both farmers hope that Bram will be able to put an end to the bickering currently going on in the tavern. They insist that he come immediately to the Bountiful Tappe, with the adventurers as well, to hear what is being said and perhaps to provide a solution.

Each of the villagers that the PCs meet is more than happy to babble on about town's problems. Many of the townspeople can suggest another villager whom the PCs may wish to interview: Odolf Czelb, for instance, who claims to have seen Mikal killed; or Casimir Zbon, the cowherd, who knows the most about the missing cattle. If the PCs ask about garlic, wolfsbane, or magical potions, Runa Kroza's hovel is pointed out to them. The villagers are proud of their resident wisewoman, although they prefer to stay away from the crotchety old woman unless in need of her wisdom or herbs.

Each PC who seeks out rumors will encounter 1-3 of them per day. The DM may select which rumors the PCs hear, depending on whom the PCs ask and on the direction the DM wishes the adventure to take.

Rumors Everyone Knows

—Dentiata is a powerful, evil wizard. (True) —Dentiata is from the Black Eagle Barony. (True. The villagers picked up this bit of information during the construction of the tower a year ago.) —Weird lights can be seen dancing on the tower roof every night of the full moon. (False. One of the villagers saw strange lights once, the result of a magical experiment Dentiata was conducting. There wasn't a full moon at the time, and the lights haven't been seen since, but the story grew in its retelling.)

Rumors the Children Tell

—Dentiata has a big tiger that eats people! (False. This idea originated in a blend of imagination and the memory of a circus with a caged tiger that stopped overnight in Sisak about a year ago.)
—If you're bad, Dentiata will get you! (False)
—Skelly, the stableboy, went there all alone! (True. See area A2.) He could beat that mean old Dentiata if he wanted! (False)

The following villagers marched up to the tower to confront Dentiata:

Name	Residence
Mikal Tappe (deceased)	area A1
Dieter Mavrov (currently missing)	area B
Nefen Zbon	area D
Han Podsk	area G
Stanislan Czelb	area H
Burr Silecz	area J
Bram Radescu	area O
Boris Radescu	area O

Dentiata was forewarned of the villagers' intentions through the use of his *crystal ball.* He carefully insured that his guard wolves were taken down to the

lowest dungeon level, along with their chains, leaving little sign of their existence in sight. He politely greeted the angry villagers when they arrived, and offered to give them a tour of his tower.

There was very little at the tower to make the villagers suspicious (aside from the orcs). A young woman was in the kitchen preparing a meal when the villagers went by. Dentiata then showed them his workshop and even parted the curtains hiding the Stone of Sacrifice (see area 11), letting them see the illusion of an empty room. The villagers did take notice of Dentiata's magical lighting and innovative plumbing (wondrous things to the farmers), but the significance of the communication pipe in the wall escaped them.

The villagers were also brought down the stairs to the first level beneath the tower, but as the door to the lower levels was hidden, all they could see was a recreation room and a storage area (see areas 13 and 14). Two of the orcs were down in the guard room (area 19), and the villagers were not observant enough to realize that there were eight used beds in the orc quarters rather than six. Gordog, Dentiata's interrogator, was also on the lowest dungeon level, so none of the villagers know about him.

The Households

A. The Bountiful Tappe Tavern, Inn, and General Store. This timber and stone building is laid out like the typical small tavern on page 26 of GAZ1. In normal times, the tavern serves as a gathering place for the townsfolk after the day's chores. It also caters to the needs of travelers on the Westron Road.

Right now the tavern is in turmoil. Most of the adult male villagers are gathered here, arguing among themselves as to what should be done about Thaddigren Dentiata. Many are in favor of once again sending someone to the local lord to demand that justice be done. A few are insisting that Grigore Mavrov's life is in obvious peril—if the headman hasn't been done away with already—and that something must be done immediately. No one is volunteering, however.

When the PCs enter the tavern, they immediately become the center of attention. Bram Radescu is thought of as being rather courageous, and the villagers are glad that he's returned, but the strangers look like adventurers, and adventurers are known to solve problems for people.

The following people (with their residence areas) are currently in the tavern: Anya Tappe (A1), Anita Romov (A1), Weena Tappe (A1), Casta Bellaz (A1), Nefen Zbon (D), Odolf Czelb (H), Vladislav Kruschneh (I), Bram Radescu (O), and Igor Radescu (O). Ten to 15 other villagers are also present. Roll 2d8 for each of them, refer to the indicated household description (2=residence B, 3=residence C, etc.), and pick one of the householders listed. Duplicate rolls indicate that more than one person from a particular household is in the tavern. Choose adult males first, then wives or older children. Each household description includes a rumor that can be heard from any member of that family.

If the DM does not wish to hand pick the current crowd at the tavern, the following villagers may be used (in addition to those listed above): Casimir Zbon (D), Radu Yorbini (E), Amber (F), Stanislan Czelb (H), Danika Czelb (H), Olaf Kruschneh, Burr Silecz (J), Valdemar Vlem (L), and Alvis Romczi (M).

A1. Tavern Keeper's Residence.
—Mikal Tappe, proprietor (deceased)
—Anya Tappe, Mikal's wife
—Weena Tappe, Mikal's 13-year-old daughter (serves as barmaid)
—Anita Romov, Anya's unwed sister (the inn's cook)
—Casta Bellaz, a young widow (lives with the family and serves as barmaid)

Rumor: Only the "Rumors Everyone Knows" are told by the tavern staff.

Anya Tappe is distraught with grief but has managed to take up the reins of her husband's business. The menfolk of the village are sure the womenfolk of the tavern will soon beg for help. The men are mistaken.

A2. Stables. The stables have room for up to 15 horses or mules and a few miscellaneous other animals. The Tappes own two horses, a pair of mules, and a large wagon that the villagers may rent. The horses are not for sale, and Anya would be reluctant to let such valuable animals accompany the adventurers to the wizard's tower.

Prices at the Bountiful Tappe

Ale (heavily watered down)	3 cp per half pint
Ale imported from a neighboring town	2 sp per pint
Beer	3 cp per half pint
Home-brewed beer	5 cp per pint
House wine	1 gp per bottle
Good wine (no more than 20 bottles available)	2 gp per bottle
Black bread	Free with any meal
Mess o' greens (available summer only; contains greens with vinegar and bacon dressing)	5 cp
Squirrel stew	2 sp
Trout	1 sp
Brown bread and beans	1 sp
Roast chicken	2 sp
Beef stew*	5 sp
Roast beef*	1 gp
Roast pork*	1 gp
Roast goose*	5 sp
Hedgehog pudding (no hedgehog, but it does have raisins and nuts)	1 sp
Spice cake	1 sp
Apple tart (fresh apples in late summer and early fall, preserved apples in other seasons)	5 cp per slice
Sleeping room (for as many persons as will fit)	1 gp per room
Stabling (includes bedding and feed)	5 sp per animal per night

* Beef, pork, and goose require advance notice, as the animals need to be butchered, dressed, and cooked. They are served with all the trimmings. Anita Romov is an excellent cook. Beef will be available for 1-4 days following the original order; pork will be available for one additional day; a goose will be consumed by the party or the villagers on the day it is first served.

Skelly, the stableboy, is an orphan who lives in the stables. His sister, Amber, lives with the village wisewoman at area F. Skelly and Amber wandered into the village two years ago; no one knows who their parents were, and the two children wouldn't or couldn't say what had happened to them. Skelly takes care of the horses, mules, and other animals belonging to the Tappes. He also cares for the animals of any overnight guests at the inn. The 12-year-old redhead is strong for his age and doesn't talk to people very much. He has an uncanny way with animals and can make friends with even the least friendly mount. He talks to the animals under his care when he doesn't think anyone is listening.

Skelly has gone off more than once to prowl around Dentiata's tower and barns. Although he has been inside the barn, he doesn't know about the secret tunnel to the tower. He has never been inside the tower, but he knows that Dentiata has two wolves, and he would very much like to befriend them. He isn't likely to mention any of this unless one of the PCs takes the time to become his friend (simply pumping Skelly for information makes him less than cooperative). Once Dentiata is dealt with, Skelly will actually be able to befriend the wolves, if they are still alive.

Rumor: Skelly won't say anything he doesn't know by his own experience to be true.

B. Headman's House.

—Grigore Mavrov, village headman (currently Dentiata's prisoner)
—Savina Mavrov, Grigore's daughter (Dieter's paternal aunt)
—Gytha Kavda, Grigore's son's wife's sister (Dieter's maternal aunt, widowed years ago)
—Dieter Mavrov, Grigore's grandson (village blacksmith, currently missing)
—Katrina Mavrov, Dieter's wife (pregnant with their first child)

Rumor: Katrina heard from her husband that Dentiata is actually a werewolf and roams the forest as a great gray wolf every night with a full moon. (False)

Katrina Mavrov is anxious to learn of her husband's fate and hopes that he'll return soon, because she is one month away from childbirth. She mentions her husband's sleepless nights and restless pacing in his blacksmith shop before his disappearance. If the PCs investigate the shop, they find an incomplete sword forged of silver hidden under a cloth in a corner. Dieter was attempting to forge it from his wife's silver jewelry and the silver tea set that was an heirloom from her mother. Katrina will be distraught to discover the loss of these things.

C. Czigany Residence.

—Boris Czigany, farmer
—Nada Czigany, Boris's wife (pregnant with their seventh child)
—Hallie Markov, Nada's aged mother (helps with the children)
—Six children, ages 3, 5, 6, 7, 10, 11

Rumor: Boris is too busy trying to feed his large family to have paid attention to any more than the "Rumors Everyone Knows."

D. Zbon Residence.

—Obert Zbon, farmer
—Nefen Zbon, Obert's eldest son (farmer)
—Welda Zbon, Nefen's wife
—Nefen and Welda's three children, ages 3, 5, 6
—Casimir Zbon, Nefen's younger brother (village cowherd)

Rumors: Casimir tells of several occasions when a mysterious sleep came over him. When he awoke, more animals were missing. (True; he was a victim of Thaddigren's *sleep* spell.)

The Zbons own the only bull in the village and receive extra payments from the villagers each spring. Casimir Zbon is a handsome and eligible bachelor. In return for tending the villagers' cows and sheep, he receives milk, meat, and hides. There are between 20 and 25 cows and oxen in his care, nearly 20 sheep, and 10 or 12 goats.

Casimir tells the PCs that the villagers have lost nearly a third of their stock in the last year, with most being stolen in the last few months. What Casimir won't mention is that a few of the missing animals were taken away to be sold in another village by an associate of his. (This scam will stop as soon as Dentiata is dealt with, as Casimir will no longer have a convenient excuse for the missing animals.)

E. Yorbini Residence.

—Janos Yorbini, physician and farmer
—Wenceslava Yorbini, Janos's wife
—Three sons: Radu, age 15; Dmitri, age 13; Jakos, age 11

Rumor: Thaddigren Dentiata sometimes entertains strange visitors from afar and often hires messengers to take packages to distant corners of the world. (Exaggerated truth)

Wenceslava Yorbini is sure that Dentiata is plotting something against the duke, that the mysterious strangers are co-conspirators, and that the messages and packages sent to Specularum and more distant places all have to do with this plot.

Janos Yorbini's skill as a physician allows him to heal 1-2 hp for every 12 hours an injured person is in his care.

F. Runa's Hovel.

—Runa Kroza, village wisewoman
—Amber, orphaned urchin
—Daimon, Runa's black cat (some say he's as old as Runa)

Rumors: Runa Kroza deals in mystical truths, not in rumors. Amber, however, proudly tells the PCs that, if they want to know about the wizard, they should go talk to her brother; he's been to the mage's tower.

> This tiny home is made of wattle and daub: sticks and twigs woven into a frame and covered with dried clay from the river. Its thatched roof bears many signs of patching. A gnarled old woman in ragged clothing stands by the doorway, hunched over a bubbling cauldron. She mutters to herself as she stirs the murky contents with a large stick.

When the PCs first meet Runa Kroza, she is doing her laundry in a cauldron over a small fire. She has information of interest to the party, all of it cryptic and mysterious. Abandoning her laundry when the PCs approach and ask to speak with her, Runa bustles into her hovel, waving the PCs before her. Despite its run-down appearance, the hut is cozy and fairly weatherproof. Inside are many jars and sacks of dried herbs and plants, all part of Runa's craft as village wisewoman.

Amber is inside the hovel sorting herbs and packing them into jars. The 10-year-old is very precocious and has flame-red hair. She is a bit of a scamp, fond of climbing trees and chasing the Zbons' bull. Runa has taken her on as an apprentice wisewoman. Amber's brother, Skelly, lives in the inn's stables.

If the PCs come for garlic, Runa has wreaths of it hanging here and there. If they ask for wolfsbane, she tells them how to get some. Her method requires a full moon, a walk of some distance to where the wolfsbane blooms, and an elaborate ritual for retaining the plant's potency in the gathering of its leaves and flowers. If asked whether she has any wolfsbane handy, she impatiently replies, "What—me—an old lady, tramping about in the dark looking for a poisonous plant?"

If the PCs come for information or advice, Runa Kroza carefully removes her deck of fortunetelling cards from its velvet wrappings and performs two readings for the adventurers. The first reading reveals: "Beware the death from above!" After the second set of cards is dealt, she suddenly screeches in a high, cackling voice: "When the hidden door opens not for thee, Dentiata's true name will be your key." Runa then hustles the PCs out of her hovel and shuts the door, refusing to speak to them again. She knows she has given a true prophecy and wishes to meditate on the experience.

G. Podsk Residence.
—Han Podsk, farmer
—Gilda Podsk, his wife
—Maria Podsk, 10-year-old daughter
—Mikal Podsk, 10-year-old son (named for his maternal uncle, Mikal Tappe)

Rumor: There's a golden vial containing the elixir of youth in Dentiata's workshop. (False. Han, one of the farmers who took the tour of Dentiata's tower, noticed a strange golden-colored vial in the workshop. He mentioned it to another villager, who told a third villager that Han had seen a golden vial with a mysterious potion in it. That villager then added the idea that the potion would restore vitality to a man. The next teller of the rumor turned the potion of *vitality* into an *elixir of youth.* The rumor has now gone full circle. Han tells the current version rather than what he actually saw.)

H. Czelb Residence.
—Stanislan Czelb, farmer
—Danika Czelb, Stanislan's wife
—Three children: one son age 15, another son age 10, a daughter age 6
—Odolf Czelb, Stanislan's younger brother (village drunkard)
—Radinka Czelb, Odolf's wife (village midwife)

Rumor: Odolf Czelb claims to have seen a werewolf maul Mikal, and to have watched as Dieter disappeared in a puff of black smoke. (False. This is a mixture of what he actually saw the night Mikal and Dieter foolishly went off through the woods, combined with the large amount of alcohol Odolf had consumed that evening, all made to seem more real to Odolf by his numerous retellings of the story. Mikal was killed by one of Dentiata's wolves. Dieter was subdued and dragged away by Warag.)

I. Kruschneh Residence.
—Vladislav Kruschneh, farmer
—Olaf Kruschneh, farmer and butcher (Vladislav's son)
—Cleva Kruschneh, Olaf's wife (pregnant with their first child, due in two months)

Rumor: A pack of enormous wolves guards the tower of Thaddigren Dentiata, but they won't attack anyone who tosses them meat. (False. There are only two wolves, and they'll attack first and eat later.)

Olaf keeps part of each animal he slaughters as payment. He's excellent with a butcher knife and enjoys showing off his skill. He doesn't have any meat on hand to give or sell to the PCs, although he would be more than happy to butcher an animal for them if they brought one to him.

J. Silecz Residence.
—Burr Silecz, farmer and potter
—Sonya Silecz, Burr's wife
—Three children (all boys), ages 9, 10, 12

Rumor: There is a dreadful labyrinth below the tower, where fearsome beasts and man-eating plants devour any unfortunate wretches Thaddigren Dentiata catches. (False)

K. Reh Residence.
—Armand Reh, farmer and sheep shearer
—Milka Reh, Armand's wife (village weaver, spinner, and dyer)
—Four daughters, ages 7, 9, 11, 13

Rumor: Thaddigren Dentiata's life was once saved by a dwarf; because of that, he will never harm any dwarf. (False. The DM may substitute elf, or physician, or anything else if desired.)

L. Vlem Residence.
—Vladimir Vlem, farmer, woodcutter and carpenter
—Velika Vlem, Vladimir's wife
—Valdemar, their 17-year-old son

Rumor: Thaddigren Dentiata has a female slave who is really a vampire in disguise. He lets her kill any unwelcome guests. (False. Dentiata has a slave named Ashira, but she isn't a vampire.)

If the PCs go to the Vlem residence, they see a coffin and some wooden stakes. The coffin is the one Vladimir just finished building for Mikal; the stakes are for his tomatoes. He gladly parts with a few of them to any hopeful vampire hunters.

M. Romczi Residence.
—Alvis Romczi, swineherd
—Zoru Romczi, Alvis's wife

Rumor: Thaddigren Dentiata practices horrid rites involving the sacrifices of black goats, black hens, and even people. (An exaggerated rumor that is actually true.)

Alvis takes the villagers' pigs into the forest every day to forage, in return for the ownership of one pig in five. (The entire herd consists of between 20 and 30 pigs.) He supplements this with things he forages for himself while in the woods with the pigs: mushrooms, herbs, berries, fruits, and other wild foods.

N. Rogoz Residence.
—Bellamy Rogoz, farmer (missing his left arm)
—Zoru Rogoz, Bellamy's wife
—Two children (boys), ages 5, 6
—Zelda Patka, Zoru's mother (elderly and bedridden)

Rumor: The orcs of Thaddigren Dentiata have been conditioned to freeze whenever they hear the words, "The Sun is Rising." (False)

Bellamy lost his arm three years ago when he fell from the central beam while helping build Armand Reh's barn.

O. Radescu Residence.
—Bram Radescu, farmer (the first to lose his livestock)
—Ida Radescu, his wife
—Boris Radescu, Bram's eldest son, age 19
—Three other boys: Igor, age 15; Barret, age 14; Roald, age 13

Rumor: None of the Radescus know any rumors other than those commonly known by all the villagers. They all suggest that the PCs speak to Bram, as he has actually been inside the wizard's tower.

If he was assisted by the PCs in getting the wagon out of the mud, Bram will be friendly and pass on as much helpful information as he can. He remembers quite a bit of what he saw on the guided tour of Dentiata's tower.

P. Valerian Residence.
—Claudius Valerian, farmer
—Adriana Valerian, Claudius's wife

Rumor: Claudius discounts the wild stories about werewolves and vampires as Traladaran superstition. He thinks it's dangerous enough living near a normal human wizard of unknown power and doubtful motives.

Claudius was once a soldier in the duke's army. He and his wife moved here only a year and a half ago, building a new house and barns on the spot of a house that burned down and was abandoned three years before. The villagers have made little attempt to be friendly toward Claudius and Adriana, as they are Thyatian and outsiders.

If the PCs look like they might actually have a chance to do something about Dentiata, Claudius will join them if they ask. He has a sword and some leather armor he can use if necessary.

Claudius Valerian: AC 7; F1; hp 8; MV 120' (40'); #AT 1; THAC0 19; Dmg by weapon type; Save F1; ML 8; AL L; BD/31-32,35; S 13, I 10, W 9, D 10, C 14, Ch 10. Claudius is +1 to hit and damage with his normal sword, due to his strength bonus.

Thaddigren Dentiata and Friends

The Sons of Night

This group of evil wizards believes that the world will one day be consumed by the Dread Night, a lightless and lifeless void. Before that happens, the wizards wish to rule the world and prepare it for its destruction. Many of the spells they research have to do with darkness and death. The Sons of Night believe that sacrifices to the Dread Night will give them personal power to further their ends; such sacrifices also bring the time of the Dread Night closer.

Most such sacrifices are of animals, but human sacrifice is performed in special ceremonies where the celebrant expects to gain great power in the form of knowledge or spells. A Son of Night who is ready to ascend to the next level of experience prepares such a sacrifice. The sacrifice, following an hour-long ritual, must be performed at the end of a moonless night, with the symbolic intent of extending the darkness into eternity. The blood of the victim is channeled through grooves in the sacrificial altar to drip onto a specially prepared parchment (usually black). Magical writings form on the paper, revealing to the celebrant a new spell.

The brotherhood believes that true power is gained through individual cunning and cleverness, but they realize that by cooperation they can further their desires. Their numbers are unknown. Their purpose is to gain personal power and wealth while hastening the oncoming of the Dread Night and the end of the world. Most members have an interest (ranging from fondness to obsession) in puzzles and tricks. The Sons of Night respect the qualities of cleverness and ingenuity in all creatures, even their adversaries. Thus, most of the brotherhood will give particularly clever opponents one chance to escape. The Sons of Night can be recognized by their fascination with puzzles, their sacrifices of black animals, and their adoption of anagrams for their names.

The Sons of Night, being a chaotic organization, has no real leadership. The cult is organized into groups of seven members, each group called a "fraternity." Individuals know the other members of their fraternity and occasionally correspond with each other. The existence of other fraternities is known, but communication between them is rare. Each fraternity has an unofficial leader called the "Darker," the most powerful member of the group, who maintains ties with Darkers in other fraternities. A Darker has the authority to settle disputes between fraternity members by setting up a contest, usually involving magic and trickery. The Darker is also the one who decides upon the site of the annual meeting of his fraternity. He does not, however, actually command or rule the other members.

Any mage who wishes to become a Son of Night must find a member who will agree to sponsor him. The initiation process lasts a year before the new member is allowed to join the fraternity of his sponsor. It involves tests, ordeals, and the teaching of the brotherhood's secret language and doctrine. As part of the final initiation ceremony, a Son of Night takes a new name that is related to the society in some way. Upon the induction of a new member, the Darker leaves the fraternity, and, through a series of tests set up by the departing Darker, a new Darker is chosen. It is assumed that the previous Darker goes to join another, more powerful fraternity.

The Sons of Night may be as numerous and powerful, or as few and weak, as the DM would like. The organization may consist of only a few fraternities residing in Karameikos, or it could comprise thousands of members spread across the Known World. It may be as young (having been started only a dozen years ago) or as old (being founded by an exiled wizard of Alphatia centuries ago) as the DM wants it to be.

If the DM uses the Sons of Night in further adventures, he must design the true leadership of the organization, a fraternity of Grand Darkers who really have the bringing of the Dread Night as their goal. Most of the low-level members, of course, are more interested in gaining personal power than in the destruction of the world. But those Grand Darkers who really believe in the Dread Night and wish to bring it about as soon as possible long for immortality and the creation of a new world, with them as gods. It's their vision that only the strongest and the most cunning will be able to survive the destruction of the world. As each Grand Darker believes himself to be the strongest and most cunning, each strives to bring about the Dread Night.

Thaddigren Dentiata (anagram of "Dread Night Attained"): AC 8; MU6; hp 19; MV 120' (40'); #AT 1; THAC0 17; Dmg by spell or weapon type; Save MU3; ML 9; S 9, I 17, W 12, D 13, C 9, Ch 10; AL C; XP 500 killed, 750 brought to justice; *dagger +1; wand of paralyzation* (three charges), 15-gp ring (nonmagical) on finger, *amulet of protection from charm,* belt pouch containing 7 sp and 10 gp; spells: *charm person, shield, sleep, continual darkness, mirror image, darkning bolt* (see new spell description), *protection from normal missiles.*

Thaddigren Dentiata is evil as well as Chaotic. He delights in other people's sufferings, and his driving ambition is to become powerful enough to rule the

world, even if he's the only one left alive in it. He is not yet a Darker, although he believes he will be the next Darker of his fraternity.

His spell book is in a well-hidden and zealously guarded secret compartment in the library. The PCs should find it only if the DMs want a PC magic-user to have access to new spells. In this case, the DM can include any appropriate spells of levels one through three. The spells listed above are the ones that Dentiata normally memorizes. He has had dealings with magic-users in Glantri, and the Sons of Night sometimes share arcane knowledge with one another, so there is the possibility of hitherto unheard-of spells being written in his book.

Dentiata can speak Thyatian, Traladaran, and orcish as well as the secret language of the Sons of Night. He considers himself highly intelligent and clever, and respects such attributes in others. His personal beliefs include the attitude that anyone who is brave or clever enough deserves a second chance, which explains the secret doors in the cells and the riddle room in the dungeon. No one stupid enough to fail twice deserves a third chance, however. The secret doors in the cells can be magically locked by Dentiata to prevent repeat escapes.

Dentiata is from the Black Eagle Barony. He is working for the baron (while such employment suits him), gathering information in Karameikos. He also has ties to the Iron Ring; several people wandering through this area in the past year have found themselves bound for Fort Doom in chains. His tower was built with the help of magic and funds from the Sons of Night (arranged for him by the Darker of his fraternity) and the loan of many slaves from the baron.

Roll percentile dice or choose from the list below to determine Dentiata's location when the PCs arrive at his tower:

Thaddigren Dentiata's Location
01-10: Away; will be back in 1-8 hours
11-40: Library (area 4)
41-50: Bed area (area 9)
51-80: Workshop (area 10)
81-90: Stone of Sacrifice (area 11)
91-00: Outside (50% chance on roof; 50% chance in barn)

Orcs (8): AC 6; HD 1; hp see below; MV 120'(40'); #AT 1; THAC0 19; Dmg by weapon type; Save F1; ML 8 (6 if both Warag and Dentiata are killed or away); AL C; XP 10 each; BD/35.

Orc name	Hit points	Treasure
Warag (chief orc)	8	20 sp
Gorrake	7	15 sp
Gardak	6	11 sp
Caddark	6	12 sp
Arlag	6	19 sp
Sorkak	6	5 sp
Thorag	5	12 sp
Duljak	5	13 sp

Dentiata employs a total of eight orcs, who will fight to the death if Dentiata is in the room with them. Each is armed with a short sword (his weapon of choice) and a dagger. Warag and Gorrake can each command the wolves that guard the tower door; the other orcs are in almost as much danger from Gobbler and Biter as the PCs are. (Dentiata, of course, can also control the wolves. They leap and cavort about his feet like puppies.)

Roll percentile dice or chose from the lists below to determine the orcs' locations when the PCs arrive at the tower:

Warag's Location
01-10: Away. Will be back in 1-6 hours (75% chance) or 1-6 days (25% chance)
11-40: With Dentiata
41-70: His quarters (area 2)
71-80: Game room (area 13)
81-90: Interrogation chamber (area 25)
91-00: Outside patrolling grounds (night only; reroll if daytime)

The Orcs' Locations
Choose separately for each of the seven orcs. At least one should be on guard in area 19.

01-10: Roof (area 12) at night only. Reroll if in daytime
11-30: Guard room (area 19)
31-60: Orc barracks (area 3)
61-85: Game room (area 13)
86-90: With Dentiata
91-00: Outside (at night only; reroll if in daytime)

Ashira (human female slave): AC 8; Normal Human; hp 2; MV 120'(40'); #AT nil (too frightened to defend herself); THAC0 nil; Dmg nil; Save Normal Man; ML 4; S 7, I 13, W 9, D 15, C 7, Ch 17; XP 5 if rescued; AL L; wears costume jewelry of no real value.

Ashira is a 19-year-old human female from the Black Eagle Barony. As Dentiata's slave, Ashira does all the cleaning, cooking, and chores of the tower, and entertains Dentiata some evenings and nights. Contrary to rumors that the PCs may have heard, she is not a vampire. Although she is good and kind, she has been thoroughly intimidated by Dentiata and the orcs, and lives in terror of Gordog, the mage's interrogator. She serves Dentiata faithfully and without complaint, for he is her rightful master (by the laws of the Black Eagle Barony) and she fears his wrath. Ashira will be very sympathetic to the PCs, but not to the point of betraying her master.

She knows about the hidden door (outside area 14) and the elevators (areas 16-18) as she is sometimes required to clean the cells and empty the prisoners' chamber pots. She will not share this knowledge with the PCs, however, unless Dentiata and the orcs are first dealt with. At any sign of trouble or any sound of fighting, Ashira runs to the pantry (area 5) and hides behind a sack of flour. If she is outside, she hides in the hayloft of the barn. Anyone glancing into the pantry or hayloft will not notice her without a more careful exploration.

Roll percentile dice or choose from the list below to determine Ashira's location at the beginning of the adventure:

Ashira's Location
01-10: With Dentiata
11-30: Kitchen (area 6)
31-60: Her room (room 8)
61-70: Dentiata's bedroom (area 9)

Darkning Bolt
Third-Level Magic-user Spell

Range: 180'
Duration: Instantaneous
Effect: Bolt 60' long, 5' wide

This spell creates a bolt of "negative lightning." This bolt is so black that anyone seeing it has a 10% chance of going blind for 1-4 turns. Black sparks and tendrils of darkness play about the bolt for the brief instant it exists. The bolt starts up to 180' away from the caster and extends 60' farther. All creatures within the area of effect take 1-6 hp damage per level of the spell-caster. Each victim may make a Saving Throw vs. Spells; if successful, only half damage is taken. If the *darkning bolt* strikes a solid surface (such as a wall), it bounces back toward the caster until the total length of the bolt is 60'.

71-80: Library (area 4)
81-00: Outside, tending the animals (daytime only; reroll if nighttime)

The Tower and Vicinity

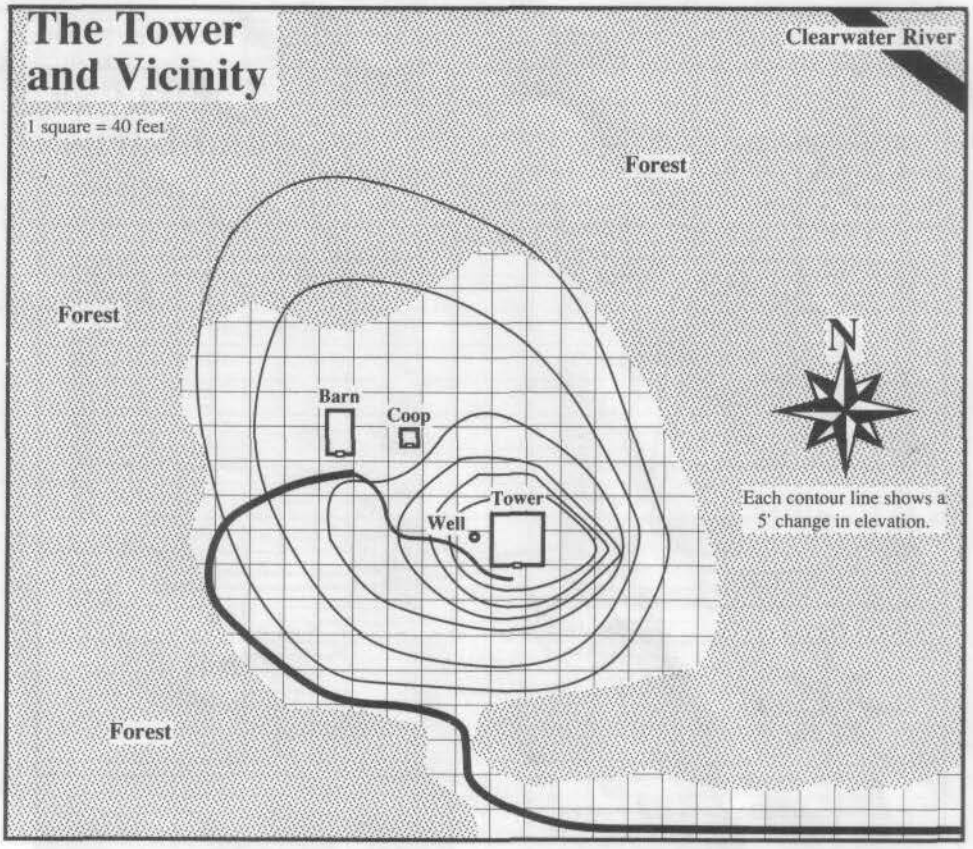
Thaddigren Dentiata's tower is located on a small hill in the midst of a forest. The top of the hill was cut off and levelled to make room for the tower. The PCs may get to the tower by following the Westron Road west, then a twisting side path to the tower, or they may attempt to go through the woods, following the Clearwater River from Sisak village.

The tower itself is 60′ square and made of cut blocks of stone. The 5′-thick walls of the tower contain numerous pipes and conduits for water, waste, and ventilation of the windowless tower. One special pipe runs down the interior of the north wall, with attached pipes jutting out of the wall on each level. This arrangement carries sounds between the various levels of the tower, allowing communication between Dentiata and the orcs. The floors of each tower level are 5′ thick, with conduits imbedded in them. The ceilings of rooms are nearly 15′ high.

There are two water storage chambers beneath the tower. One is equipped with a fire elemental restrained within a magical boiler imported (at great cost) from Glantri. Hot water may be piped up from here for use in the shower or bath tub, in the kitchen, or to heat the tower in cold weather.

There is only one apparent entrance to the tower, a 10′×10′ set of iron-bound oak double doors intricately carved with scenes of wizardry and war. The doors are set in the middle of the south wall. They are locked and possibly barred on the inside (50% chance or DM's decision). In the center of each door is a 1′-square shutter that may be opened from the inside by anyone wishing to look out without opening the doors themselves.

If the front door is barred, the only ways into the tower are via the roof or the secret tunnel from the barn. The roof might be the preferred route for the PCs, if they think of it (at night, of course, the roof is usually patrolled). It shouldn't be too hard for a dexterous PC to swing a grappling hook up to the crenellations around the roof. Make a Dexterity check, applying any Strength bonuses or penalties to the roll. Each PC may try three times. The DM should make sure to ask



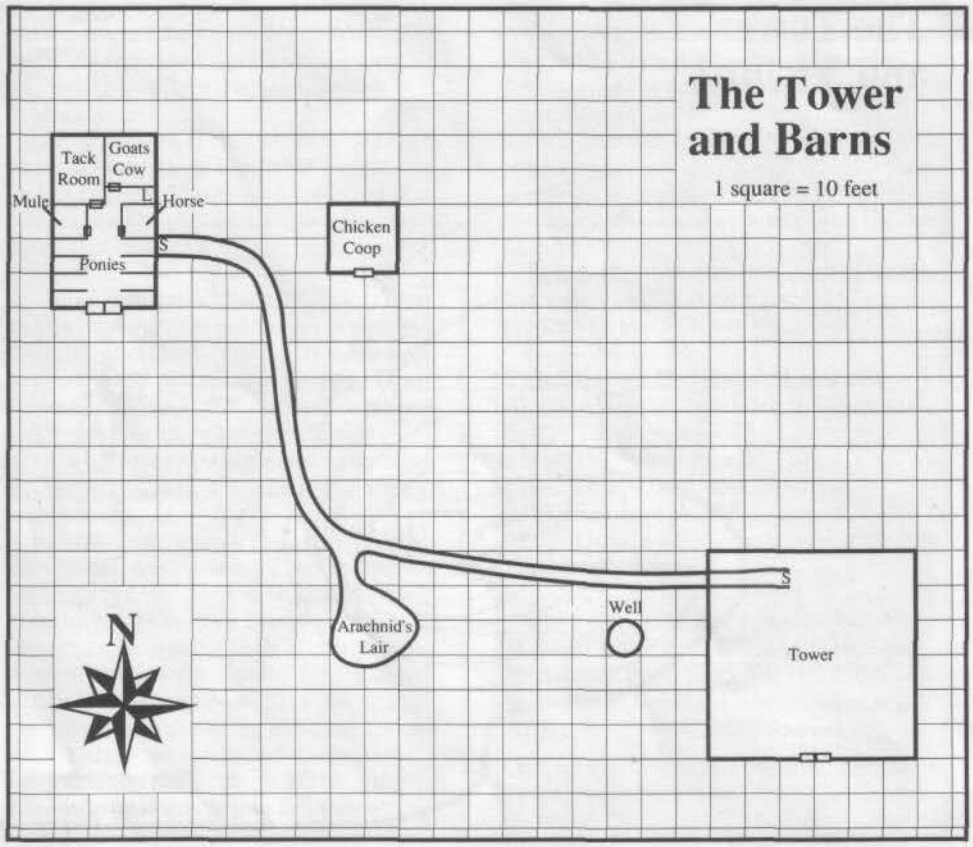
the adventurers which side of the tower they are trying to climb. If it's the north side, away from the wolves chained outside the front door (see right), the PCs will climb over the wall onto a magically magnetized portion of the roof (see area 12). Any metal object, such as a grappling hook, that clears the wall on the north side will stick firmly to the roof.

Two large wolves, Biter and Gobbler, are chained by 20′-long chains, one on either side of the tower door. They wear thick leather collars with 6″-long iron spikes (10% chance for spikes to hit for 1-4 hp additional damage on each successful attack by a wolf). They attack at –1 to hit when they are chained. There is a 10% chance that any successful hit with a sword or knife may cut a wolf's collar, thus freeing the wolf for normal attacks (if it's still alive).

The wolves are trained to raise an alarm if they see anyone, and they attack anyone venturing within their reach. If the PCs carefully remain out of sight of the wolves, there is a 10% chance each turn the adventurers are within 200′ of the front door that the wind will carry their scent to the wolves, who then begin barking and howling. Any alarm from the wolves brings 1-4 orcs in two rounds. There are release mechanisms inside the tower, to either side of the door, that the orcs can use to release the chains from the outer wall once they've determined the nature of the disturbance. The wolves may then attack anyone on the grounds, but move at two-thirds normal speed due to the chains still attached to their collars.

Wolves (2): AC 7; HD 2+2; hp 12 each; MV 180′(60′)(120′(40′) while chained); #AT 1 bite; THAC0 17 (18 while chained); Dmg 1-6; Save F1; ML 6; AL N; XP 25; BD/39.

If the PCs try a frontal assault on the tower, they will have to deal with the wolves first. While they're busy dispatching the beasts, the orcs will come out. Alternatively, the orcs may bar the door, release the wolves, and inform Dentiata of the assault. Dentiata can then go up to the roof and cast a *sleep* spell on the PCs. He may also use his *darkning bolt* from the rooftop, but only if the PCs are not near the base of the tower. The bolt might make a hole in front of his door or damage the tower foundation. Both the frontal assault and



the sneak attack via the roof have a chance of succeeding if the PCs are clever and lucky.

To the northwest of the tower, on the gentle back slope of the hill, is a livestock barn and a chicken house. To the west of the tower is a covered well. The chicken house is 20′×20′ and one story high. It contains five black roosters, 40 chickens, and a place for feed storage. The chickens roam free on the lawn during daylight (and can stir up quite a fuss if startled), and are shut into the coop at night. The roosters are kept in cages in the coop.

The well is 100′ deep and 5′ in diameter. It has a rope-and-bucket winch with 100′ of rope. The bucket is large enough and the rope strong enough to hold 75 lbs. There is 40′ of water in the well. If the DM wishes, an underwater tunnel large enough to be used by a PC may lead into the conduit systems inside the walls of the tower. The DM should then prepare a map of the crawl spaces and mark any potential entrances into the tower rooms via this route. Be sure to include the two water-storage chambers—one hot, one cold—with one-way valves that allow the clean water to flow into the tower but not back out again.

The livestock barn is 50′×30′ and one and a half stories high. It contains a riding horse, a mule, eight large ponies, one cow, and three black goats. All of the animals are kept at ground level. Each pony is tied in its stall with 5′ of rope attached from its halter to an iron ring set into the feed rack mounted on the barn wall. The loft contains hay, grain, and straw for bedding, and some seldom-used harness and tools. A tack room at ground level contains harness, gear, and tools. Some of the animals may be outside in a large pen during daylight. The grass on the hill is lush and green during spring and summer, but due to overgrazing, the pen encloses only dust or mud. There is a cord of firewood stacked against the east side of the barn.

Riding horse: AC 7; HD 2; hp 11; MV 240′ (80′); #AT 2 hooves; THAC0 18; Dmg 1-4/1-4; Save F1; ML 7; AL N; ER/51; XP 20.

Mule: AC 7; HD 2; hp 11; MV 120′ (40′); #AT 1 kick or bite; THAC0 18; Dmg 1-4 or 1-3; Save Normal Man; ML 8; AL N; BD/34; XP 20.

Ponies (8): as riding horse, but with HD 2–2; hp 7 each.

A secret tunnel leads from the barn to the first dungeon level of the tower (area 14). The entrance is in the pony stall closest to the horse stall. PCs have twice their normal chances to detect the secret door if they examine the floor or feed rack of this stall. A lever on the underside of the feed rack activates the machinery that lowers the stall floor down a 20′ shaft in the rock under the barn.

Adventurers should take the pony out of the stall before activating the lever. If the secret floor descends while the pony is still tied to the ring, the animal squeals in terror and does everything it can to free itself. The ensuing whinnying and kicking is sure to bring someone from the tower to investigate. An observant character may have three rounds from the activation of the lever to assess the problem and untie the pony before it makes much fuss. If the PCs don't untie the pony in time, there is a 25% chance that the pony's neck will be broken, and a 75% chance the rope or halter will break first. Any PC attempting to ride the floor down while the pony is struggling suffers 2-8 hp damage from being kicked or crushed.

There is another lever sticking out from the rock wall at the bottom of the shaft. This lever will send the stall floor up or down. The tunnel proceeds southeast from the bottom of the shaft. It is roughly 7′ wide, 250′ long, and crudely hewn through mostly solid rock beneath the hill. The ceiling averages 8′ high, though there are places it dips down to 6′. About halfway down its length, the tunnel splits in two.

One branch continues east toward the tower; the other turns southeast and leads 10′ to the lair of a giant black widow spider whose web is stretched across the center of the natural cave at the end of the short tunnel. The cave floor is littered with bones (mostly those of animals). Dentiata sends an occasional goat or troublesome visitor down the tunnel to feed his pet. A careful search through the debris beneath the web reveals nine pieces of gold and 17 of silver. Any PC with the *ring of arachnid control* from Dentiata's desk in the library (area 4) can keep the spider from attacking (see page 19 for a description of the *ring of arachnid control*).

Black widow spider: AC 6; HD 3*; hp 18; MV 60′ (20′), in web 120′ (40′); #AT 1 bite; THAC0 16; Dmg 2-12 plus poison; Save F2; ML 8; AL N; XP 50; BD/38.

The Tower—First Floor

1. Main Hall.

A soft white glow pervades the inside of the tower. By its unwavering light, you can see most of the interior of this level. In the northwest and southeast corners, the stone walls jut 10′ into the room; there is a closed wooden door in each wall. The northeast and southwest portions of the room are hidden by dark curtains hanging from ceiling to floor. The ceiling itself is 15′ high. In the center of the room, suspended from the ceiling, is a silvery globe that is apparently the source of the glow.

On the west wall is a rack of weapons and armor belonging to the orcs. There are various crates and barrels of foodstuffs stacked in the 10′×10′ section between the northeast curtain and the southeast stairs. Levers to either side of the double doors activate the release mechanisms to the wolves' collars. The *glowglobe* suspended from the center of the ceiling is operated by touching a silver plate on the north wall by the northwest stairs or a similar plate to the east of the entrance doors (see the sidebar on page 18 for a description of the *glowglobe*).

A 1″-diameter pipe juts out slightly from the north wall next to the *glowglobe* plate. This is part of the sound system running through the tower walls. Loud noises (such as combat) in any part of the tower may be heard through this pipe. Normal conversation carries faintly along the pipes and may be heard by someone listening very carefully with an ear pressed to the opening. The pipe will be noticed by anyone examining the silver plate or by a thief making a hearing roll at the door to the northwest stairs.

2. Warag's Quarters.

This curtained-off area is someone's bedroom. There is a large bed, a small table with a silver globe attached to a black base, and a trunk beneath the bed. A strange stone construction juts out of the southwest corner.

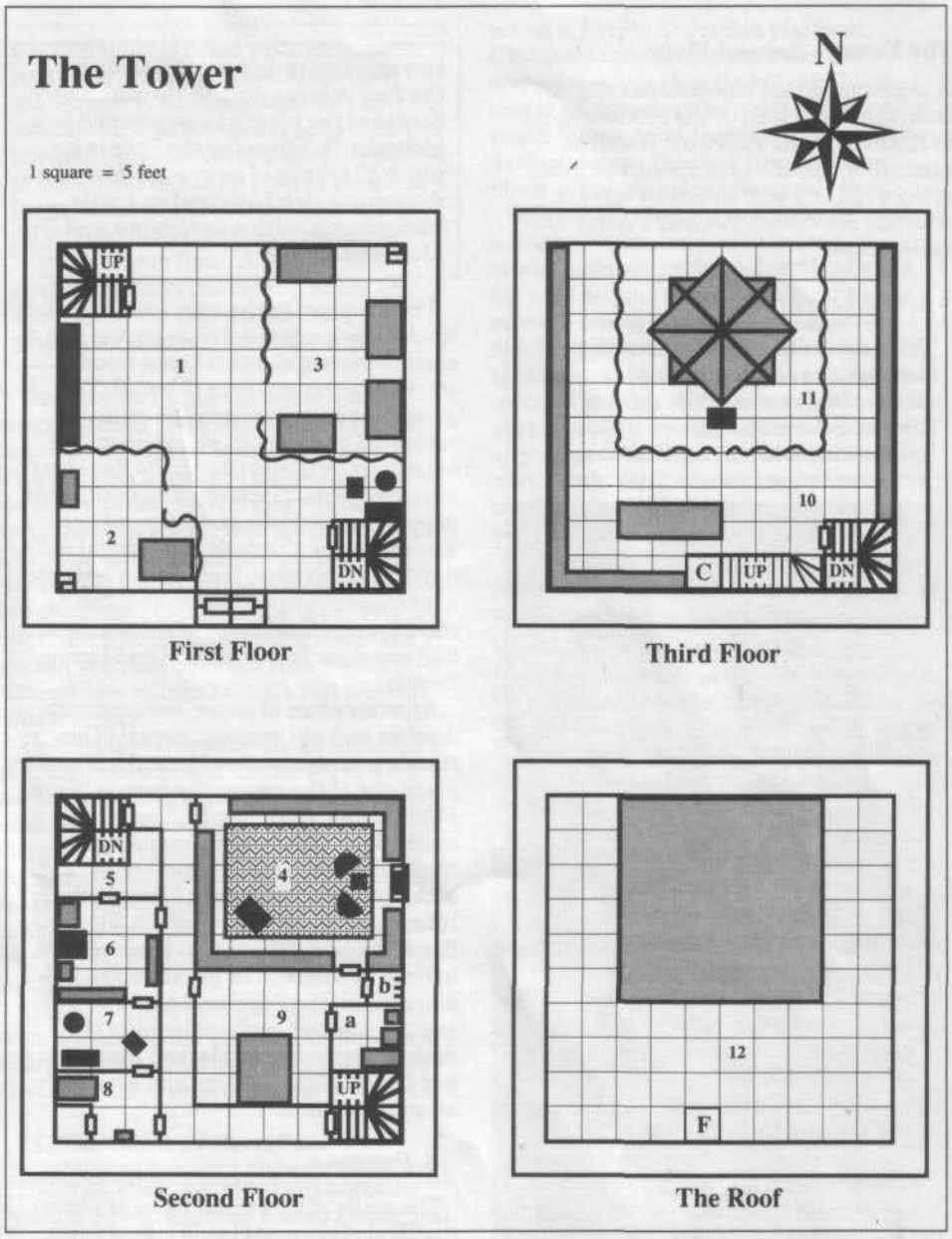
Warag is the leader of the orcs. The globe is a portable *glowglobe*. The trunk is locked and contains 23 cp, 13 sp, 1 gp, and some clothing. The key to the trunk is in a pouch at Warag's belt. The strange stone construction is a toilet-sink.

The toilet-sinks are constructed of stone and are extensions of the wall itself. They consist of a hand pump, a basin, and a round hole to sit over. Flushing is accomplished by pumping water into the basin, which drains into the toilet, which empties into pipes in the wall.

3. Barracks.

This room is obviously used as sleeping quarters. There are four bunk beds in here. A table and three chairs are set haphazardly about the center of the room. Two chests lie under each of the double bunk beds. A silver globe mounted on a black base is on the table.

The seven other orcs working for Thaddigren Dentiata sleep here. There is a chest for each orc plus one empty chest. The orcs' chests are unlocked and filled with miscellaneous junk, such as extra (dirty) clothing and worn-out boots. The toilet-sink in the corner is identical to that in Warag's quarters.



The Tower—Second Floor

A communication pipe juts out slightly from the north wall of the corridor, next to the door to the stairway. It will be noticed by anyone examining the wall, or on a roll of 1 or 2 on 1d6 by anyone who has previously noticed a communication pipe.

4. The Library.

This room is lit by a fireplace in the center of the east wall. Wood is stacked in a recess to the right of the fireplace; the rest of the walls are lined with bookshelves. There are two armchairs and a small table by the fire. A large desk in the southwest corner of the room has papers and two globes on it. Covering the floor is a plush Ylari rug of geometric design woven in a rich blood red on a pale background, with a deep-black and blood-red border.

The fireplace in the east wall is always lit. Ashira tends the fire as part of her normal duties; she also keeps wood stacked in the recess in the wall. The *glowglobe* hanging from the ceiling is activated by plates at either door. The enormous Oriental rug on the floor was imported from Ylaruam. The desk holds papers, a *glowglobe* and a *crystal ball.* The papers on the desk mostly deal with day-to-day matters, including a letter to a merchant in Specularum requesting the immediate delivery of some unspecified supplies. It is signed "Thaddigren Dentiata."

Another piece of paper, covered with doodles and odd writing, reveals Dentiata's interest in anagrams. An example of one of the anagrams here is "Duke I Take Arms Of Snake III," being the rearranged letters in the name Duke Stefan Karameikos II. Another is "Big Mouth Learn Safe," from "Bargle the Infamous," court wizard of the Black Eagle Barony. (These clues should be helpful in solving the puzzle of the hidden door on the first level of the dungeons.) A secret compartment in the desk contains a small locked iron strongbox holding 30 gp, 10 sp, and a *ring of arachnid control.*

5. Pantry.

The walls of this small room are lined with shelves containing jars of foods and spices. Sacks of flour, dried fruits, grains, and potatoes are heaped on the floor. There is no *glowglobe* here.

If Ashira was on this level at the start of the adventure, and the PCs have made enough noise, she may be hiding behind one of the sacks on the floor.

6. Kitchen.

This room is obviously used for food preparation. There is a small table with two chairs, and the walls are lined with cupboards over long tables. Sets of drawers are built in under the tables. A pump handle over a metal sink juts out of the west wall. Alongside the large iron stove that stands next to the sink is a tall wooden cabinet. There is a *glowglobe* suspended from the ceiling, and another portable one on the counter.

The wooden cabinet is a magical refrigerator. The stove looks like a wood stove but is actually heated by gas stored in a glass cannister in its base. The *glowglobe* is activated from a plate by the door.

7. Storage Room.

This room also has a *glowglobe* suspended from the ceiling. It's apparently being used as a storeroom.

There are some pieces of furniture, clothing, and odds and ends such as a broken portable *glowglobe* and some extra dishes stacked in here.

8. Ashira's Room.

This room is sparsely furnished with a straw pallet and a small chest that has a portable *glowglobe* resting on it. There appears to be a small closet in the southwest corner, its closed door facing east.

The chest contains jewelry and clothing (mostly worthless baubles except for one 5-gp bracelet and a 10-gp necklace). The closet is actually an enclosed toilet, sink, and shower (hot and cold water).

9. Thaddigren Dentiata's Bedroom.

This must be the master bedroom. It holds a large bed, a plush dark-red rug, a dresser, a small table, and one chair. A *glowglobe* hangs from the center of the ceiling, and a portable *glowglobe* is on the dresser.

The central *glowglobe* is activated by plates at the doors and beside the bed. The plush rug is made of woven wool; it has an encumbrance of 750 cn and is worth 350 gp.

9A. Bathroom.

This 10′×10′ room with a tiled floor holds a large bathtub, toilet, and sink.

Glowglobes

The *glowglobes* found in Thaddigren Dentiata's tower are 1′-diameter silver spheres enchanted with modified *continual light* spells. The spell is triggered on and off by touching a 4″-square silver plate that was created at the same time as the *glowglobe* but was installed elsewhere. Most of the *glowglobes* are fixed in place and impossible to remove without damaging them. The portable *glowglobes* are activated by touching a 1″-diameter rubylike jewel on their square bases. If the jewel is pried from its setting, it becomes worthless and the *glowglobe* is rendered useless.

Any portable *glowglobe* removed from the tower will require recharging after 10-40 turns of use. A recharged *glowglobe* will work for 100-400 turns before needing to be recharged once again. Recharging requires a magic-user who knows, or can successfully research, the modified spell. Dentiata has the third-level *recharge glowglobe* spell written in his spell book. The spell will work only on a previously prepared *glowglobe;* manufacturing a *glowglobe* from scratch is much more difficult.

The silver content of a spent or damaged *glowglobe* is worth 20 gp; normal *glowglobes* are worth 100 gp each, and their encumbrance is 100 cn each. The DM who doesn't want portable *glowglobes* running around loose in his campaign should feel free to replace them with oil lamps, or have them work only within the tower.

9B. Closet.

If this is Thaddigren Dentiata's closet, he exhibits poor taste in clothing. Everything in here is black: the robes, the trousers, the shirts, the belts. Well, almost everything. You find one set of clothes consisting of trousers, shirt, and robe all the color of freshly spilled blood.

A secret panel at the back of the closet contains a 12″×6″×4″ intricately carved silver box (worth 10 gp). The box contains iron and clay chips that clink when shaken, sounding much like coins. The lid is locked and trapped with a poisoned needle (Save vs. Poison or be too ill to do anything for 3-8 turns; will feel very ill for 24 hours, with to hit and Saving Throws all at –2; save vs. poison lessens the severity of the effect and cuts the duration in half).

Behind the silver box, carefully concealed in a mess of spider webs and dust, is an unobtrusive wooden box. A small but deadly spider attacks any hand that disturbs the webs. If the spider is noticed (1-2 on 1d6) before it attacks, it can be easily killed; otherwise, it has two attacks per round (Save vs. Poison or die in 2-5 turns). Any PC with the *ring of arachnid control* from Dentiata's desk may control the spider long enough to get the box—if the adventurer notices the spider first.

Spider: AC 10; HD 1–1; hp 1; MV 180′ (60′); #AT 2; THAC0 19; Dmg poison; Save Normal Man; ML 12; AL N; XP 5; unique monster.

The wooden box is locked but not trapped. There is a 5% penalty to a thief's open-locks roll (Thaddigren Dentiata has the key). Inside is a pair of exquisitely cut matching rubies (worth 1,000 gp as a pair, 400 gp each if sold separately). A hidden compartment behind the wooden box can be discovered on a roll of 1-2 on 1d6 if someone searchies for it. Inside the compartment is a vial containing one dose of antidote to the small but deadly spider's venom.

The Tower—Third Floor

10. Magic Workshop.

This area looks like an alchemist's workshop. Most of the shelves lining the walls are empty, though a few hold bottles, boxes, and bags. A large wooden table is filled with various containers, flasks, tubes, and other glassware. A staircase against the south wall leads up to a trapdoor in the ceiling. Near these stairs is a set of bookshelves with a few old books. A large portion of the room is curtained off by blood-red curtains hanging from ceiling to floor. A *glowglobe* is suspended from the ceiling above the east end of the table; a portable *glowglobe* occupies the other end.

The shelves lining the walls contain miscellaneous junk such as toads' eyes, leopards' whiskers, spider web, etc. There is also a scroll of black parchment carefully rolled into an ivory tube. The scroll itself is blank; it is the parchment Thaddigren Dentiata has prepared for use during the sacrifice of Grigore Mavrov (see "The Sons of Night" on page 13). One of the shelves contains a golden vial, the one that Han Podsk noticed (see village area G), but the vial is now empty.

The bookshelves contain old volumes of treatises on magic. In the northwest corner, mixed in a pile of rags, is a brown sack that appears to be empty. Only if the sack is picked up or moved will anything unusual about it be noticed. It is a *bag of holding* with 620 gp, 897 sp, and four gems (two emeralds worth 200 gp each, a 50-gp diamond, and a 25-gp bloodstone).

The suspended *glowglobe* is activated from a plate by the stairs. A communication pipe juts out of the north wall just to the left of the western curtain of area 11.

11. The Stone of Sacrifice.

The cold, clinging, blood-red curtains part to reveal nothing but an empty area.

Upon entrance, Lawful characters get a strong feeling of evil and repulsion; Chaotic characters feel strong power and delightful deeds. Neutral characters are unaffected.

The area is not really empty. An illusion created by a *hallucinatory terrain* spell hides the Stone of Sacrifice from prying eyes, but not from prying fingers. The illusion is dispelled when touched or blundered into by any character.

In the center of this room is a 15′-diameter eight-pointed dark-red stone set on a 7′×7′×2′ wooden platform. Channels carved into the stone's top slope down to a slightly hollowed-out center. A deeper groove slopes down the south-facing point from the center. The dark stains on the floor hint that the blood of sacrificial victims pools here.

In front of the stone is a pedestal with a slanted top to hold a large book. A mechanism set in the pedestal causes a 30′×30′ section of the roof above to retract, and the middle portion of the north wall on this level to split and slide to either side, so the room can be opened to the night sky. Activation of this mechanism could prove uncomfortable to anyone stuck on the roof or climbing the north wall. Dentiata will activate the mechanism during his sacrificial ceremony, if he isn't stopped first.

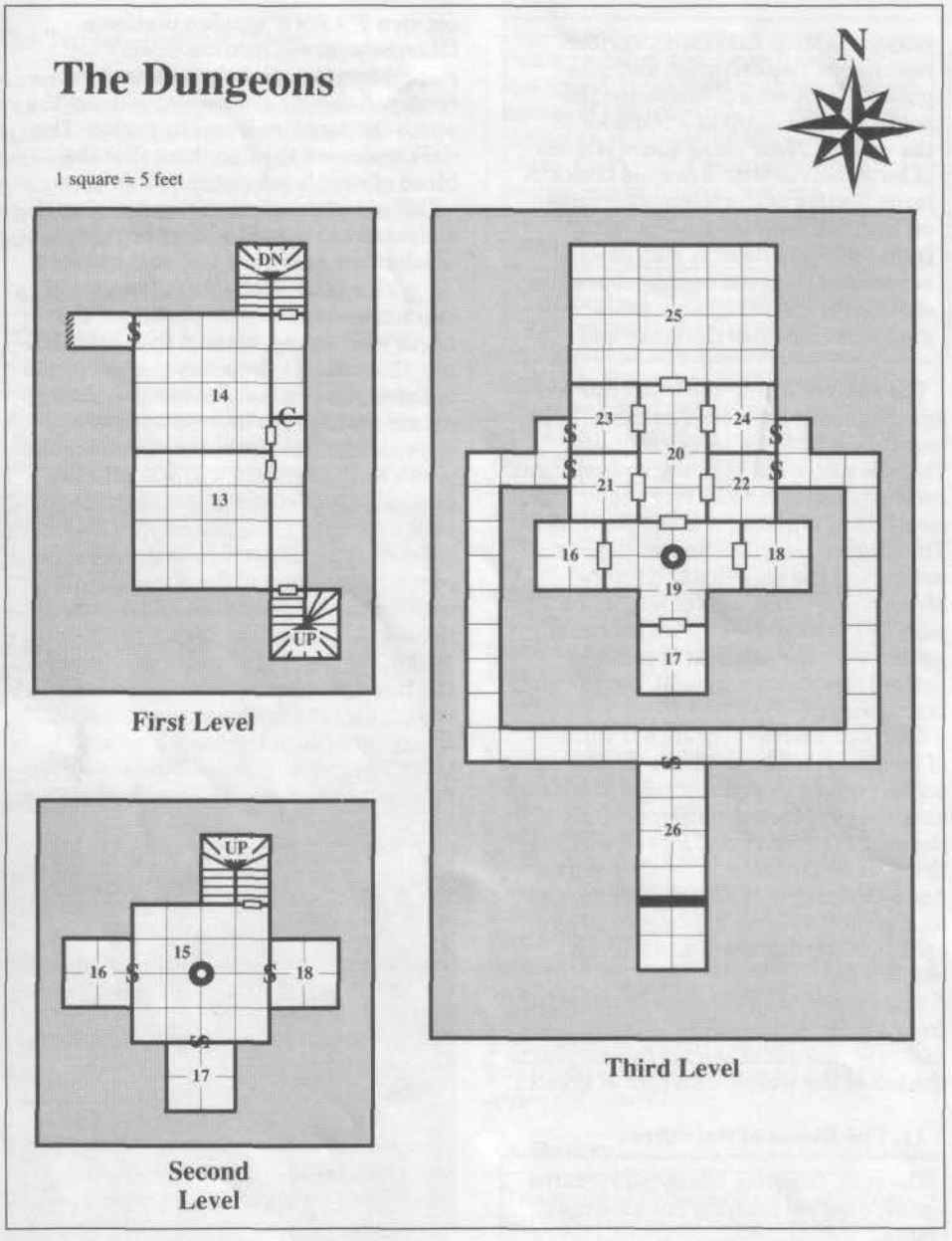
A secret compartment in the pedestal contains the Book of the Sons of Night, which details the history and beliefs of the organization (see "The Sons of Night" on page 13). Failure to disarm the trap on the compartment causes sleeping gas to spill into the room. Everyone within the curtained area when the gas is released falls asleep for 4-16 turns (no Saving Throws).

Ring of Arachnid Control

The *ring of arachnid control* in Dentiata's desk is a specialized version of a *ring of animal control.* The wearer of this ring may control one giant or 10-40 normal-sized arachnids of any type. This includes spiders, scorpions, mites, and ticks. The arachnids are not allowed a Saving Throw.

The wearer must be able to see the arachnids to control them. This control lasts as long as the wearer concentrates on the arachnids and does not fight. (The wearer may move slowly if doing so does not break the line of sight.) When the wearer stops concentrating, the arachnids are free to run away or attack.

This ring can be used for a full turn, once per hour. Properly used, it allows safe passage through the secret tunnel from the barn, and past the small spider in Dentiata's closet. It can also be used to rid adventurers or their animals of mites or ticks.



The Tower—Rooftop

12. The Roof.

This is the roof of the tower, surrounded by a 5'-high crenellated wall. A low wooden railing surrounds a 30'×30' area against the north wall. The portion of roof enclosed by the railing is made of a strange-looking metal. The rest of the roof is paved with slate. The view from up here shows forest stretching for miles; in the distance to the east, the village of Sisak can just barely be seen.

There is a trapdoor set against the south wall that opens to stairs leading down to the third floor. The trapdoor may be barred and locked (50% chance) from the underside, but will not be so if there are orc guards on the roof (as per "Thaddigren Dentiata and Friends"). The retracting portion of the roof (within the railing) is magically magnetized to attract any metal or jewelry (even gems). Anyone leaning over the railing or stepping into this area is pulled down to the floor when all the pieces of steel, iron, coins, and gems he carries become glued to the strange surface. A Strength of 18 or outside help is needed to get up if the PC is wearing steel or iron armor or an excessive amount of buckles, jewelry, or studs. Anyone attempting to throw a grappling hook up from the ground finds it remarkably easy to make the hook catch on the roof.

At night, the wind blows across the roof with a moaning sigh that is eerily transmitted into the rest of the tower via the communication pipe. The pipe itself juts up from the top of the north wall to the west of the magnetized portion of the roof.

The Dungeons—First Level

13. Game Room.

Here are a few old battered chairs, a couch with its stuffing coming out, and a card table. There is one *glowglobe* in the ceiling, and a set of well-used cards and some knucklebones on the table.

This is a recreation room for the orcs. There are 6 cp and lots of crumbs under the couch cushions. The communication pipe turns past this room, jutting an extension of itself out of the west wall opposite the door. Acoustics are worse here than usual, as the pipe has gone out of its way from the north wall of area 14 to get here.

14. Storage Room.

Wine casks stacked along the south wall, and the other half of the room is filled with a cluttered mess of old furniture, tools, boxes, and crates of odds and ends.

This room also has a *glowglobe,* but it doesn't work (Dentiata has not yet gotten around to recharging it). A communication pipe is located in the north wall by the secret door. Beyond the secret door is the tunnel that leads to the barn. All of the occupants of the tower know of this secret door and may attempt to use the escape tunnel if things are going badly for them. They are also aware of the spider in the tunnel, so they'll have to be desperate to use this exit without Dentiata's protection.

Dieter's father's old sword has been tossed in here. It is a short sword with a –1 penalty to hit and damage due to its poor quality. There is nothing else of note here except for a small wooden box that will be found by the first person to

rummage through the odds and ends. The box seems empty but has a hidden compartment containing two very old pieces of silver and an intricately carved gold ring worth 10 gp.

There is a secret compartment in the middle of the west wall (found with a character's normal chance to search). It is trapped with itching gas (Save vs. Poison at –1 for everyone in the room to avoid severe itching and incapacitation for 2-5 turns). Inside the compartment is an iron strongbox, locked and trapped (acid burns hands of person opening for 1-4 hp damage unless disarmed). The strongbox contains a small pouch of 16 pp, a larger pouch of 21 gp, and 11 pieces of silver dropped on top. There is a false bottom to the strongbox, under which is a small box of carved gold (75 gp value), locked but not trapped, holding a necklace (worth 300 gp), a bracelet (worth 100 gp), and a ring (worth 50 gp).

When the party exits area 14 through the door in the east wall, read or paraphrase the following to the players:

> Hanging on the north wall of the corridor is a tapestry depicting a dark cloud rolling over the world and obscuring the stars. Below, people flee in panic as a wizard on a hilltop raises his arms triumphantly.

Behind the tapestry is a black metal door without hinges or handle. The door cannot be opened unless the words "Dread Night Attained" are spoken beside it. When the key words are spoken, the door slides silently into the east wall; it closes again when everyone in the party has passed through. The key words must be spoken again to open the door from the north side.

The DM should remember that the intelligence of the characters and that of the players is not necessarily the same. Let the players try to come up with the key words themselves, but if they give up, let their characters have a chance. Make an Intelligence check for each PC who is trying to solve the puzzle. Apply a +1 penalty to the dice roll for each of the following clues that the character has not uncovered:

—Thaddigren Dentiata is fond of anagrams (indicated by the notes on the desk in the library)

—The Sons of Night change their names to contain a hidden meaning (found in the Book of the Sons of Night hidden in area 11 of the tower)

—The Sons of Night wish to bring the Dread Night upon the world (found in the Book of the Sons of Night)

The PCs should already know that the key to opening the door has something to do with Dentiata's name; the DM may wish to remind the players of Runa Kroza's mysterious rhyme about a hidden door before resorting to Intelligence checks.

The Dungeons—Second Level

15. Statue Room.

> The stairs leading down to this room are very long and steep. In the center of the room there is a statue of a young man dressed in a cloak, tunic and boots, his right arm raised and pointing to the middle of the north wall. There is nothing else in the room.

An inscription on the base of the statue reads, "Whither be ye going? Let me point the way." The statue's magic is activated by spoken words. If someone asks how to get to the dungeons (or down, or something similar), it will point to the door of one of the elevator rooms. Roll 1d6 to determine which room it points to: 1-2=area 16; 3-4=area 17; 5-6=area 18. After one minute of pointing at a seemingly blank wall, the statue rotates to point back to the middle of the north wall. The secret door in each wall can be discovered normally; there is twice the chance of discovering the door at which the statue is pointing.

If one of the tower's inhabitants activates the identical statue in area 19 below, this statue rotates as well. If the PCs attempt to forcibly move the statue, they will be unsuccessful. Dentiata put this statue here as an extra measure to prevent bumbling visitors from finding anything suspicious. He has a low opinion of the villagers and officials he thought might trouble him in his tower. Dentiata also feels capable of handling any persistent troublemakers who are clever enough or silly enough to talk to statues.

The statue itself is Dentiata's own private joke; it is actually a young man he turned to stone with a wand long since used up. If the spell is broken, either through *dispel magic* or *stone to flesh*, the entire framework of spells involving the statue and the elevators is broken as well. The elevators will then

cease to work properly. Anyone wishing to get from this level to the lower level will need to force open one of the secret doors, break through the floor of the elevator, climb down the 30′ shaft, and force open the door at the bottom. Breaking through the floor of an elevator will take 5-10 turns (1d6+4). The young man's statistics should be created by the DM with an eye toward further adventures for the PCs.

16-18. Elevators.

This is an empty 10′×10′ room.

These rooms are elevators that take passengers to the lower level. Each has two doors: the outer, secret door, and an inner door that swings open and shut with the secret door. When the elevator descends or ascends, only the inner door travels with it. The outer doors remain stationary. Anyone examining the open door will notice its peculiar construction. Both doors must be closed for the elevator to function.

Only the elevator to which the statue is pointing will work. The others, if discovered and entered, will close and lock, trapping everyone inside as the elevator descends to the third dungeon level. There it remains, locked, until the PCs break out (in 2-5 turns) or Dentiata or his henchmen open the door. Meanwhile, an alarm sounds from the elevator's outer door (caused by the activation of a modified *ventriloquism* spell that Dentiata's Darker placed on each of the three outer elevator doors on the lower level). A very loud cry of "Intruder alert!" repeated for one turn can be heard in the tower above thanks to the communication pipe in area 15. If the statue did not rotate to point at one of the rooms, none of the elevators will work; they all then function as traps.

The Dungeons—Third Level

19. Guard Room.

In the center of this room is a statue identical to the one in the room above. There are also two chairs, a small table, and a portable *glowglobe.* A heavy oaken door is set in the middle of the north wall. A set of keys hangs on a hook on the wall beside the door. There are more wooden doors in the centers of the other three walls.

The statue in this room functions identically to the statue in area 15. It also rotates any time the statue in area 15 rotates, thus alerting the occupants of the guard room to the impending use of one of the elevator rooms. Unlike the unfortunate young man in area 15, this really *is* a statue. Dentiata had it carved in the likeness of the young man turned to stone, reasoning that two identical statues would likely quell any suspicions that one was once alive.

There is always at least one and sometimes two orc guards here, as per The Orcs' Locations table in "Thaddigren Dentiata and Friends" (one may have been called upstairs to help repel intruders). Gordog the Interrogator (area 25) will join any orcs in the guard room if he hears fighting on this level.

The door leading to the dungeon corridor is reinforced with iron. It is not locked, though it can be. Just to its left is the final outlet of the communication pipe. A hook set in the wall to the right of this door holds the keys that unlock all doors to the cells (areas 21-24) and the interrogation room (area 25). Just under the keys is a bit of discolored stone that sticks out of the wall half an inch. (There is a 2-in-6 chance of this being noticed by a PC taking the keys. The orcs know of it, of course.) Pushing the stone knob activates the sliding bars that hold area 20's guardian monster in its place.

20. Dungeon Corridor.

This 10′-wide, 20′-long corridor has four cell doors opening off its sides and a large iron-reinforced door at either end. Two oily torches sputter on the walls, sending stinging smoke into the air.

Clinging to the ceiling is a death-from-above (see sidebar at end of adventure). It will drop onto anyone beneath it unless the mechanism found on the other side of the door (in the guard room, area 19) is activated to slide five iron bars horizontally across the corridor two feet below the ceiling. There is an identical mechanism in the interrogation chamber (area 25). Characters whose players specifically mention they are looking up will notice something strange on the ceiling and have a +2 bonus to their Saving Throws vs. Paralyzation if attacked.

21. Grigore Mavrov's Cell.

This is a dank, dark cell. The only light that penetrates here (or into any other cell) comes from the two oily torches set in the walls of the corridor. The cell contains a straw pallet on a wooden bench suspended by chains from the west wall. The dirty straw strewn over the floor almost hides a chamber pot in the southwest corner and a pitcher of water and a bowl set by the door. An old man is lying on the bench, apparently asleep.

The old man is Grigore Mavrov. He has not been harmed but is hungry, angry, and afraid. Thaddigren Dentiata has told him about the sacrificial rite in gruesome detail. Grigore is also concerned for his grandson, Dieter, in cell 24.

Grigore Mavrov: AC 9; Normal Man; hp 6; MV 120′(40′); #AT 1; THAC0 20; Dmg 1-2 (with bare hands); Save Normal Man; ML 6; AL L; XP 10 if rescued; BD/34.

There is a secret door in the northwest corner of the cell; it can be found only by careful searching (normal chance to find secret doors) and can be opened by fitting a spoon handle or similar object into a slit in the door. The spoon may be found

by the pitcher of water and bowl next to the door. All of the secret doors are easily seen and opened from the other side.

22. Empty Cell.

This cell has no occupant, though it does have the standard pallet, chamber pot, and straw-strewn floor.

This cell's secret door can also be discovered only after a careful search. There is a loose bolt fastening the bench to the chain from the wall. Pressing that bolt into an octagonal hole in the east wall activates the door mechanism.

23. Empty Cell.

This cell contains a pallet, bench, chamberpot, straw, and water pitcher.

There is a concave human face carved into the wall at the southwest corner. Pressing one's nose into the depression formed by the face's nose activates this cell's secret door.

24. Dieter Mavrov's Cell.

This cell contains Dieter Mavrov, who has obviously been tortured. His cell contains the same fittings as the others, but there are numerous bloodstains on the floor, bench, and wooden door.

Dieter Mavrov has been driven insane as the result of a failed alchemical experiment Dentiata performed on him, and will attack anyone who enters the cell. He is chained to the northeast corner of the room by a 7′ chain attached to a heavy iron collar. He attacks at +2 due to the ferocity of his attack, and does 2-5 hp damage with his strong hands.

Dieter Mavrov: AC 9; Normal Man; hp 8; MV 120′ (40′); #AT 1; THAC0 18; Dmg 2-5 (with bare hands); Save F2; ML 12; AL L (currently insane); XP 10 if rescued; BD/34.

The secret door in this cell is visible only as a keyhole in the stone. It may be unlocked by a key found in a secret compartment in the northeast corner of the ceiling. The secret compartment, hidden by cobwebs, is simply wood painted to look like the stone of the ceiling. It can be broken easily with a fist.

25. Interrogation Chamber.

This room smells like blood, and there are bloodstains everywhere. One corner is taken up by a messy bed. Only a few torture devices are present, but they are well used.

Gordog, Dentiata's "interrogator," will be here if there hasn't been fighting on this level. He is either eating, sleeping, sharpening knives, or (if the orc is here) playing cards with Warag (DM's choice). Two potions of *healing* and one potion of *extra healing* are stored in a small chest under the bed. Hidden in the straw of the mattress are 50 gp. There is a 25% chance that a villager has been caught wandering near the tower and is being interrogated by Gordog. (If the PCs need help in a fight on this level, the DM may provide them with an NPC ally in this manner.)

Gordog the Interrogator: AC 7; F1; hp 9; MV 120′ (40′); #AT 1; THAC0 18; Dmg 2-7 (hot iron poker plus strength bonus); ML 9; AL C; S 15, I 10, W 9, D 13, C 15, Ch 5; xp 15; 5-gp gold ring in right ear.

Gordog lives, eats, and sleeps in the interrogation chamber, rarely leaving the room for any reason but to fetch another "guest." He will join any fight he hears.

26. Puzzle Room.

This room appears to be 20′ long and 10′ wide. Inscribed in black on the south wall are the words:

I am that which hides all Evil.
With me as cover, vampires play.
I am all the blind envision.
In me will all men find their way.

This room is actually 30′ long. The southern 10′ section is hidden by the illusion of a wall, an illusion that feels solid and isn't dispelled when touched. Dentiata cast this spell from a powerful scroll given to him by his fraternity leader (the price of the "gift" was unspecified at the time of the giving). Dentiata himself doesn't know whether the wall is the product of a modified *illusion* or *hallucinatory terrain* spell, or if it is the result of some arcane magic currently unknown to him.

The riddle refers to darkness. When there is no light in the room, the wall is not solid to the touch (it can be seen as a

strange shimmer of darkness by characters with infravision, but they won't be able to see what is on the other side without stepping through the wall). If the adventurers produce light, the wall becomes visible and solid to the touch once more. Whenever anyone enters the 10′×10′ area beyond the illusory wall, the sound of a gong reverberates through the room.

The gong is an alarm set to alert Dentiata that someone has solved the riddle. The gong can be heard in the tower above thanks to another outlet of the tower's communication pipe system that sticks out of the ceiling by the secret door. The gong will sound if anyone, Dentiata included, uses the room to escape. Gordog and Warag also know of the secret doors and the solution to the riddle. They may, if things look really bad, try to escape via this route. The rest of the orcs and Ashira know nothing of this escape route.

On the southern wall of the area behind the illusion is a low stone platform running the width of the room. It is 1′ high, 2′ deep, and looks like the beginning of a stairway that runs immediately into the wall. Above the platform

are engraved the words: "You have made it this far; now but one step remains." Anyone who steps up onto the platform is *teleported* into a clearing in the woods about half a mile from the tower. An adventurer who leaves the tower in this manner must find his own way back to the village.

Concluding the Adventure

Several outcomes are possible in this adventure, depending upon the cleverness and skill of the players.

If the PCs are successful in rescuing the prisoners of Thaddigren Dentiata and returning them to their homes, the villagers will have proof of Dentiata's villainy. They will once again request aid from the local lord, and Dentiata will be forced to leave the vicinity and set up his operation somewhere else. Dentiata will not attempt to take on the whole village because of sheer numbers, but neither will the villagers attempt to storm his tower for fear of his magic.

The village will rejoice that Dieter and Grigore Mavrov have been safely returned. The effects of the vile potion Dieter was forced to drink will wear off in 2-8 days, and he will regain his sanity. Eventually, Dieter will return to blacksmithing for the village.

The PCs will be held in high regard by the village of Sisak and will be welcome guests any time they pass through. For several days after the adventure, they will be catered to and offered free room and board at the inn. If they wear out their welcome by staying too long, the Bountiful Tappe will begin to charge the adventurers, first for meals, then for rooms, until they are normal paying customers.

If the PCs fail to rescue the prisoners alive but defeat Dentiata, they will still be welcomed by the villagers, but the mood in the village will be one of mourning as funerals are arranged for Mikal Tappe and any other villagers or PCs that died (including Dieter or Grigore).

If the PCs capture Dentiata or any of his minions and return them to the village, the townspeople will hold a trial (See GAZ1, pages 28-30). The villagers are mostly Lawful and will hold a fair trial, even for the orcs. The PCs will be asked to bear witness against (or for) any prisoners. If Dentiata is a prisoner, he will be kept bound and gagged at all times until allowed to speak on his own behalf at the trial. Villagers will stand ready to subdue him if he tries to use magic. If the PCs do not stay for the trial, there is a 20% chance that Dentiata will escape. If the PCs do stay, their testimony should be enough to convict Dentiata and his henchmen (but not Ashira).

The villagers, not sure they have the authority to pass a death sentence, will ask the PCs to escort Dentiata and any other prisoners to the local lord for punishment. This may lead to further monetary reward from the local lord, but the PCs shouldn't count on that.

If Dentiata and a majority of the orcs are killed or captured and the prisoners are rescued, any remaining orcs and Gordog (if still alive) will take what they can from the tower and flee. Ashira, not knowing what to do, will remain in the tower until told otherwise. If the PCs take her back to the village, she will find a place as maid with the women of the Bountiful Tappe Tavern and Inn.

If Dentiata and his household are all killed or have fled, the tower may be occupied by the PCs for a while, but eventually the local lord will award it to some Lawful NPC magic-user who has won favor in his court. The adventurers will be asked to leave, as they have no legal claim on the tower.

Several other adventures may be built from this one. If the PCs are captured by Dentiata and fail to escape, they may find themselves on the way to the Black Eagle Barony in the company of Iron Ring slavers. This could lead to "The Great Escape" (see module B1-9 *In Search of Adventure,* pages 24-29) or to an adventure of the DM's own design.

If Dentiata survives, he will certainly not forget the PCs' part in his troubles. He may be cast out of the Sons of Night for his lack of cleverness in allowing the PCs to defeat him. Even if he is expelled by the Sons, Dentiata is powerful and influential enough to gain help in his quest for revenge and reinstatement in the brotherhood.

The Sons of Night represent a group that the PCs could encounter again in the future. The Sons invested a lot of effort in Dentiata's tower and will not take kindly to its loss. Sometime in the future they may attempt to regain the tower by trickery: a Son of Night, with or without a doppelganger assistant, may try to impersonate the local lord's favorite mage. The PCs, visiting Sisak or once again just on their way through, may then have to deal with an even more powerful menace in the tower.

Information placed in the tower by the DM could lead to adventures involving orc strongholds, the Iron Ring, the Black Eagle Barony, or other mages who may or may not be members of the Sons of Night, but most certainly will be greedy and power-hungry Chaotics or Neutrals. Dentiata's library (or workroom) may also contain maps, scrolls, or books leading to other adventures for treasure, magical items, lost cities, and the like. Ω

Death-From-Above

ARMOR CLASS: *6*
HIT DICE: *3 (hp 20)*
MOVE: *30' (10')*
NUMBER OF ATTACKS: *1*
THAC0: *Will hit any character failing a Saving Throw vs. Paralyzation*
DAMAGE: *1-4 (initial dropping attack only)*
SAVE AS: *Fighter 1*
MORALE: *12*
TREASURE TYPE: *None*
ALIGNMENT: *Neutral*
XP VALUE: *75*

The death-from-above automatically hits anyone who misses his Saving Throw vs. Paralyzation. The initial attack does 1-4 hp damage. Then the monster (resembling a tough rubber mat, 8'×12' and a foot thick) smothers its victims in 1d10+10 rounds and digests them in 10-40 turns unless it is killed (a digested character may not be *resurrected).* The death-from-above has sucker pods on all its surfaces that it uses to grab prey. Once it has digested its meal, it uses its suckers to slowly crawl back up the wall and again hang from the ceiling. Any adventurer in its grasp can attack it with a –4 penalty to hit, but only with a short weapon (such as a dagger) and only if that weapon was in hand at the time of the attack.

The Near Now

"... repeat. Is anyone receiving this message?
We need help. The invaders are
everywhere... reality itself has gone crazy.
My God, can anyone hear me?
Can anyone help us...?"

— a voice on a CB radio,
somewhere in upstate New York

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A HITCH IN TIME

BY WILLIE WALSH

A trap that perhaps works *too* well.

Artwork by Bob Klasnich

This is Willie's latest addition to DUNGEON® Adventures. He says he always wanted a try at designing a trap-infested tomb, and he hopes this one is a bit more intriguing than a collection of deadly traps alone.

This AD&D® adventure is designed for a party of six player characters of levels 7-10 (50 total levels). If possible, each character class should be represented, with each PC in possession of some useful magical item and a weapon of +1 or better enchantment (one of them blunt). At least one character should also carry a +3 weapon. Alignments should favor good (especially lawful good) to preserve the intent of the adventure.

This module may be played as either a lone adventure or, with some adjustment, as a small event in a larger campaign of the Dungeon Master's own design. It was written using AD&D 1st Edition rules, but where contradictions arise in play, the AD&D 2nd Edition rules take precedence.

Be warned that this module could prove to be extremely frustrating to players who are not prepared for the events described in the section "The Guardian of the Tomb," which take place as the characters attempt to leave the complex. If the players seem too frustrated, consider dropping a few hints to the group's mage about possible ways to get around the problem—but keep all hints subtle, and encourage the players to work toward a solution on their own.

Adventure Background

There was once a great and pious sage named Sur-in Am, whose specialist studies were concerned with the philosophy of Time and its relationship with Reality. His followers were few but wealthy, having come from families traditionally enriched with thinkers and philosophers. So it was that, when the sage died, a fine tomb was constructed to house his remains with honor, and his disciples donated many rich grave goods in remembrance of the wise Sur-in Am.

To protect against robbers, the tomb was hedged with several magical traps, and it was also said to contain animate guardians—watchers who neither slept nor ate, and who slew intruders in ghastly manners.

So the tomb was said to have been made, and the consistent disappearance of its infrequent would-be robbers soon

gave it an evil reputation, so that no one would travel near the tomb, nor approach it, nor (of course) test his courage beyond the threshold of its marbled door.

For the Dungeon Master

Lately, the tomb of Sur-in Am has been a subject for debate among the wise members of the Order of the Disciples of the Bygone Sage, for though their carefully laid traps and magically preserved guardians were made to protect the sage's remains against intrusion, these wards have lasted far longer than was originally envisioned. Indeed, two generations after the sage was laid to rest, there is talk that something other than the prepared defenses of the building now lurks in the sepulchre—something so powerful that it has lasted all the years since the first thief entered the tomb and never returned.

In light of what little lore remains concerning the traps and monsters protecting the remains, there is an understandable curiosity among those in the sect (who, after all, have a certain fatalistic view that all fortresses must fall in time, given their detailed study of this very phenomenon) as to what extra element holds the tomb so firmly. In modern times the sect, though still virtuous in its ideals, has found its finances dwindling. It has been whispered that perhaps the tomb's strange sturdiness might be investigated by hired adventurers, who might solve the mystery and retrieve the treasures of an earlier and more affluent group of disciples for their descendants' good. To this end, word is sent to a group of stalwarts famed for their skills in such matters (the PCs, of course) that a certain task needs doing and that, in the disciples' opinion, these individuals are the ones for the job.

The disciples of Sur-in Am contact the PCs by their messenger, Adril, who is instructed to be careful around such potentially dangerous adventurers. It is assumed that the PCs are gathered together at the time this employment is offered, but this can be changed if different circumstances arise in the course of an ongoing campaign.

The DM may wish to role-play the meeting of Adril with the player characters, whose names and reputations are known in the locality from tales told of their past adventures. The boxed descriptions below may be read or paraphrased to the players if the DM is using this module as a single game or requires a ready-made, convenient introduction to the adventure.

A Meeting at the Inn

> Redfil has been a town like any other to you as you unwind from a previous adventure and swap tales with fellow travelers from the wilds. Comfortable in the easy warmth of the Serpent Inn, your party is now fully fit and ready for a new start. However, adventures are not always easy to start, and the lure of lore and riches is not immediately forthcoming in what is turning into a boring week.
>
> This evening, the common room is filled with townsfolk, each concerned with business of his own and few interested in hearing old tales of the party's past exploits. In the half-light, they drink quietly and speak softly of matters of purely local interest. Soon, you're all bored and restless with the desire to move on.
>
> Then a man dressed in a travel-worn cloak comes into the room. While ordering a drink, he eyes you carefully and with some interest before speaking quietly to the innkeeper. As the evening wears on, you see him glance in your direction several times, and it's soon plain that he's working up to a decision of some kind concerning your party. Finally, with a look of grim determination in his eyes, he drains his tankard and wends his way between the other customers toward your table. As he moves to avoid a server with a full tray, you see a flash of mail beneath his cloak and the scabbard of a long sword at his side.

This is Adril, who is to deliver a letter once he has satisfied himself as to the identity and trustworthiness of the PCs. Adventurers being dangerous and unpredictable at the best of times, the messenger has come prepared. He will not use his sword except in self-defense, and if the PCs take a belligerent stance for any reason, his only goal will be to get out of the inn intact. Adril is polite but wary, even with those he knows well. These traits are even more visible in his dealings with the PCs.

Adril introduces himself as a messenger from the Distinguished Order of the Disciples of the Bygone Sage (any PC mirth at this cumbersome title is taken stoically by Adril). He explains that he has a letter to convey to the adventurers, and if they wish, he will wait while they compose a reply to his masters. If the PCs express any interest, read or paraphrase the following information to the players:

> Adril passes an envelope to you, stepping back a pace to give you privacy to examine it. You see the packet is neatly addressed with each of your names, and that the seal is both fresh and unbroken. Stamped into the wax is a symbol of an hourglass. The letter reads:
>
> Worthy Adventurers! We, the members of the Distinguished Order of the Disciples of the Bygone Sage, send you greetings!
>
> It has been debated and agreed that you should be approached on our behalf by our agent with an offer of employment in a matter pertaining to high adventure.
>
> Our esteemed founder, the venerable Sur-in Am, was taken from this life five decades ago and his remains interred in a fine sepulchre in honor of his memory. With his coffin were placed many treasures and goods of great worth. Now, an unknown monster has made the tomb its own, despoiling our master's goods and dishonoring our Distinguished Order.
>
> It has been agreed that, in appreciation of your anticipated help in destroying whatever foul creature has invaded the tomb, you may keep two portions of every five parts of treasure removed from the sepulchre and returned to the Order for rededication to the memory to the great Sur-in Am.
>
> Should this offer interest you, we would be pleased to receive your reply through the mediation of our honorable servant Adril.
>
> Yours in Enlightenment,
> The Disciples of the Bygone Sage

Although cynical adventurers may wonder how much of the gold recovered will be "rededicated" and not merely "redirected," the seemingly honorable intention of ridding the tomb of a monster and "rescuing" the treasures therein should be reason enough to encourage the participation of lawful or good characters in the adventure.

If the PCs accept the terms of the disciples, Adril has been empowered to direct the party to the tomb of the sage. However, negotiations are possible, with Adril acting as go-between, and this situation is left to the DM to moderate. The Order will not agree to the PCs' keeping more than 45% of the treasure recovered, and any attempt to bring this figure closer to the 50% mark will cause a breakdown in negotiations.

If the PCs don't back down, the Order may decide to hire someone else. Of course, the adventurers could look for the tomb themselves, but any NPC party hired in place of the PCs might not take too kindly to their interference.

Adril the Messenger: AC 5; MV 9; F3; hp 27; THAC0 10; #AT 1; Dmg by weapon type; ML 13; AL LN; S 16, D 13, C 13, I 15, W 14, Ch 16; chain mail, long sword, 13 gp, 12 sp, 3 cp.

Information Available to the PCs

Information about Sur-in Am and his followers is available in the usual ways (library research, talking to locals, *legend lore* spells, etc.), but it is limited in detail and accuracy, considering the obscure philosophy and localized nature of the sect. The PCs must put some effort into gaining each piece of knowledge. If the DM wishes, he may randomly assign information by using 1d12 and referring to the following list. Alternatively, he may choose directly and give out information as he sees fit. No account need necessarily be complete nor completely true.

Information/Rumors List

1. The Disciples of the Bygone Sage are a group of sages who dabble in obscure philosophy concerning aging and youth. (Not entirely true, but near enough.)

2. The Order's founder, Sur-in Am, was a devout worshiper of ancient gods, and blended sacred rites with his philosophy of the relationship between Time and Existence. (Half true. While Sur-in Am was a devout man, he kept his religious beliefs separate from his other interests.)

3. The tomb of Sur-in Am was constructed on a far-off hillside, with labor imported from many lands. Priests and wizards were said to have assisted in the work, which was paid for by Sur-in Am's wealthy followers. (True. The spellcasters were employed to prepare suitable traps and guardians for the sage's tomb.)

4. The sage scorned wealth but was buried in a tomb filled with gold. His spirit rests uneasily and slays anyone intruding on the tomb. (Both true and false. Sur-in Am's attitude toward wealth was so off-hand that his spirit couldn't care less about the costly gravegoods; he doesn't haunt the tomb.)

5. Although about a dozen people have claimed to know the location of the tomb and have gone off to seek the treasures rumored hidden there, none have ever survived the many traps to return to the outside world. (Partially true. No one has yet returned from the tomb because there *is* something more than the original safeguards watching the place. This is explained later.)

6. Though the Disciples of the Bygone Sage might once have been upright citizens, it's said that they've fallen to running businesses and concerns of doubtful legality and purpose. Connections with thieves and assassins are even hinted at, according to some people. (Untrue. This is just idle speculation on the part of someone entirely ignorant of the disciples.)

7. A dragon made its home in the old tomb of Sur-in Am. (Untrue. Again, this is mere wrong guessing.)

8. The tomb of Sur-in Am is a two-level structure surrounded by a ring of standing stones. The sepulchre enclosed within this ring is partially hidden beneath the earth. At least one tale from the period tells of a golem of some kind being constructed to act as a guard against tomb robbers. (True. This is a brief though accurate description of the layout of the tomb. The golem is real, too.)

9. A dozen previous adventurers were sent to their dooms in the sepulchre, because the Disciples of the Bygone Sage now practice human sacrifice to a monster from the lower planes. (Untrue. Any adventurers who found the tomb in the past went under their own volition and not under a commission from the disciples. There is no monster from the lower planes in the tomb.)

10. The headquarters of the Order is a social club, barring entry to the ordinary public, in which members of the Order discuss matters of interest to their organization. (Partly true. You may site this hall in some part of a city or large town of your own design, although in this module it is in Redfil. The prohibition against ordinary members of the public is merely to allow members uninterrupted time for scholarly debate and contemplation of their strange philosophy.)

11. The Order is really only a group of spendthrifts and wastrels whose only interest in the expedition to the tomb is in obtaining money for more of their high living. (False. This may cause concern among the PCs, but in reality the disciples wish to finance more of their research on Time—not luxuries.)

12. A *gate* to another plane is located in the so-called tomb, hence the high proportion of clerics and wizards involved in its original construction and the disappearance of a dozen well-equipped adventurers. Sur-in Am didn't actually die; he left this plane for another. (False. No *gate* is found in the tomb, and Sur-in Am is actually interred there.)

Journey to the Tomb of Sur-in Am

As mentioned previously, the tomb of Sur-in Am is located in an area far removed from any center of population; it is set in a hillside and surrounded by a ring of standing stones. The DM will know where best to site the tomb in his own campaign world, but it is to be found in the wilderness north of the town of Redfil in this module. Adril can give the PCs directions on how to find it, though he won't accompany the adventurers personally.

Despite the tomb having been commissioned by earlier disciples of the sage, and the modern followers' possession of a large library, they are unaware of the existence of any plans or maps of the sepulchre. This means that the PCs will be left to their own devices and must trust to their own skills in finding and negotiating the dangers of the tomb.

The DM may wish to draw out the journey to the tomb to include many smaller adventures, or he may choose to make the trip a single wilderness trek with the usual encounters along the way. The Wilderness Encounters listed on page 29 can be used as needed.

The Guardian of the Tomb

Sur-in Am was such a learned and devout man that the gods, unknown to his disciples or later followers, added an additional safeguard to his tomb: They bound a time elemental (described at area 10) to guard the treasures and possessions of the Bygone Sage. The elemental's duty is to frustrate—and, if necessary, eliminate—any robbers attempting to remove items from the

tomb proper; items taken from the complex are merely retrieved and returned to their original places, and the tomb's guardians and traps are restored to their original, pristine state, just as if no one had ever entered the tomb at all!

The terms of the elemental's service are simple: It may remain on its own plane until any possession of the sage is taken out through the ground-level shrine by any type of creature. The moment anyone attempts to remove an item of any kind (including mundane items) from the shrine, the elemental arrives on the scene—completely unnoticed because of its instantaneous "sideways" movements through Time—and determines what items are being stolen by whom. It then uses its powers to create a series of minor time paradoxes in which the stolen items are taken from their bearers and moved back into the past so that *the items were never stolen.*

When someone crosses the doorway at area 1 and walks into the outdoors, all of the items he has that were taken from the tomb will vanish at that exact moment, no matter what precautions the character takes (except as described in the following section). The time elemental, once it has been summoned, then carefully removes every other tomb item from every other character present and places all such items back where they were originally located. The time elemental also has the powers to reset every trap and undo every bit of damage to the tomb by moving such nonliving items back in time to an undamaged state (moving PCs aside if need be). Thus, if one tomb-robber tries to leave the tomb with but a single gold piece from the complex, he and his companions will suddenly find the entire dungeon in its original state—a condition that might have fatal consequences for those still inside the tomb!

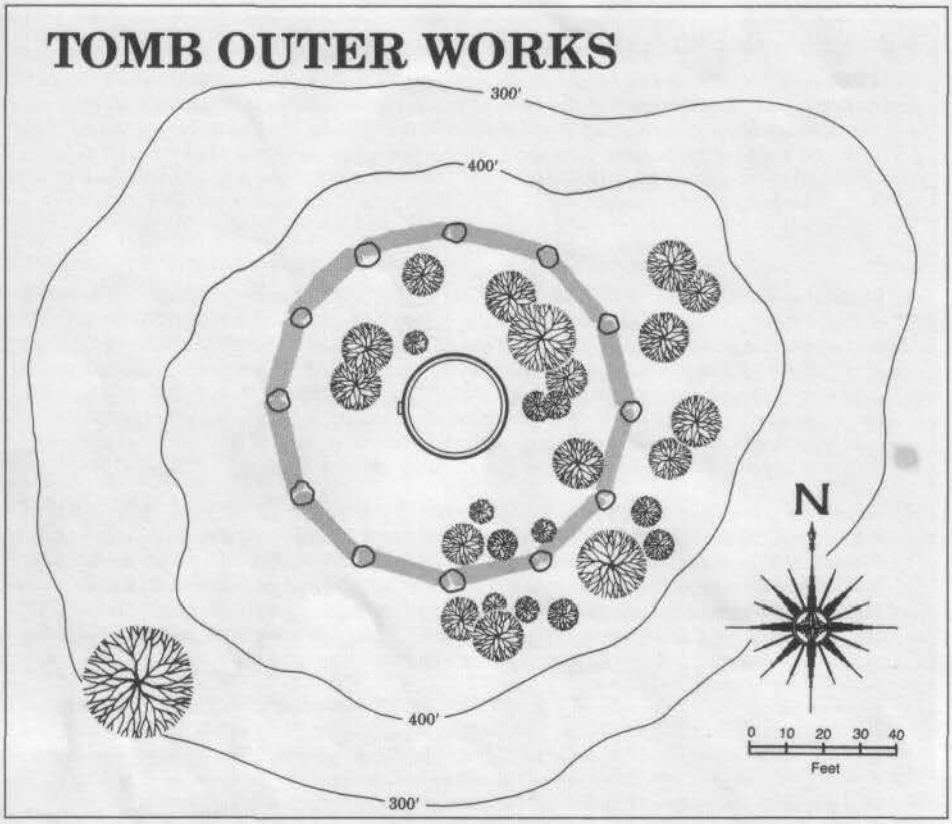
The time elemental's removal of all items taken from the tomb is paradoxical, of course, because the characters will certainly remember having taken those items—but the items will, in effect, never have been touched (a condition which can be tested by using a *legend lore* or similar spell on a repossessed item). When the elemental resets all of the traps, it also removes all debris and adventurer-placed items (such as ropes and spikes used in area 4, or doorstops used to hold doors open) and casts them into an extradimensional space to leave the tomb tidy and clean. The bodies of

Wilderness Encounters (Roll 1d8)

The DM may wish to place prepared encounters along the way as the PCs come and go from Sur-in Am's tomb, or use the following table to randomly determine monsters. The list below is a suggestion only and may be changed or ignored by on the DM.

Checks are made at dawn, noon, and dusk, with a positive result indicated by a roll of 1 on 1d6. Roll 1d8 to determine which monster is encountered. Obviously, a nocturnal creature is unlikely to be encountered at noon, so the DM should substitute a more suitable encounter. If a roll during the day indicates a nighttime monster, that monster will be encountered the next available night, if the party is still in the wilderness.

1. **Flesh golem:** AC 9; MV 8; HD 9; hp 40; THAC0 11; #AT 2; Dmg 2-16/2-16; SA structural damage; SD limited spell immunities, +1 or better weapon to hit, electrical attacks restore lost hit points; ML 20; AL N; XP 5,000; MC (golem). This monster was created by a wizard who subsequently lost control of the golem. It has been wandering the wilderness in a confused state for many weeks, and it attacks anything it encounters that it perceives as being animate. This monster may be met day or night. It cannot communicate with the PCs, nor will it obey any wizard's attempt to control it. It may be mistaken for the golem rumored to be guarding Sur-in Am's tomb, if the PCs heard that story in Redfil.
2. **Shambling mound:** AC 0; MV 6; HD 10; hp 67; THAC0 11; #AT 2; Dmg 2-16/2-16; SA suffocation; SD immune to fire, electricity causes growth, resistance to cold, half damage from all weapons, resistance to crushing; ML 18; AL N; XP 5,000; MC. This monster resides in a stream, marsh, or bog through which the adventurers must pass. It may attack at any time, day or night. If slain, the creature's lair—a shallow scrape in the side of a bank or edge of a pool—may be located after 1-3 hours of searching. It contains 3,085 ep and a *long sword +2,* the former in an iron box that was once the property of the adventurer owning the latter.
3. **Flail snail:** AC 4 (–8 in shell); MV 3; HD 6; hp 42; THAC0 15; #AT 6; Dmg 1-8 per tentacle; SD immune to fire and poison, partial magic resistance; ML 14; AL N; XP 602; FF/38. This creature will be encountered only at night, when it blunders into the PCs' camp with the intention of grabbing one of the adventurers for food. The encounter with this monster may well prove interesting if spell-casters are involved in fighting it off, due to the properties of its shell (see the FIEND FOLIO® tome). Should the PCs slay the snail by cutting off its tentacles, the DM should make two more encounter rolls to see if the creature's death wails attract more monsters.
4. **Giant two-headed trolls** (2): AC 4; MV 12; HD 10; hp 78, 60; THAC0 11; #AT 4; Dmg 5-8/5-8/1-12/1-12; SD regenerate 1 hp per round, surprised only on 1; ML 16; AL CE; XP 3,000; MC. These horrible monsters are on a straightforward hunting expedition when they're encountered sometime after dusk. The trolls attack unceasingly unless someone in the party casts *light* spells; then there is a 50% probability the trolls will withdraw to wait for a better opportunity to attack the party or its mounts. Neither troll carries any treasure.
5. **Stegocentipede:** AC 3/6; MV 15; HD 9; hp 54; THAC0 11; #AT 2 (bite/tail strike); Dmg 2-8/3-12; SA poison; SD spine armor inflicts wounds on successful attackers; ML 16; AL N; XP 2,348; MM2/114. This monster may be encountered morning, noon, or night as it voraciously hunts for food. It fights until slain.
6. **Brown bears** (2): AC 6; MV 12; HD 5+5; hp 40, 28; THAC0 15; #AT 3; Dmg 1-6/1-6/1-8; SA hug for 2-12; ML 9; AL N; XP 420; MC. This large she-bear and her adolescent cub may be met in the daytime or after dark. They are curious and approach the party, only attacking if the group smells of blood or carries any noisome substances that bears consider worth investigating. If the PCs can create a fiery and noisy effect (such as the loud report and brilliant flash of a *lightning bolt),* the bears instantly flee.
7. **Blood hawks** (7): AC 7; MV fly 24 (MC:B); HD 1+1; hp 9, 8, 7, 6, 5, 4, 2; THAC0 19; #AT 3; Dmg 1-4/1-4/1-6; ML 11; AL N; XP 120; MC (hawk). These creatures are encountered only after dawn. The hawks seek to slay party members even if it is obvious that they are having no effect in seriously damaging the party. There is a 50% chance their sudden attack from on high will panic any pack animals or mounts belonging to the PCs, making them bolt in a random direction, possibly with PCs or important gear on their backs. The hawks' lair is in an inaccessible cliff face that may be found after 1-6 hours search. Magical *flight* will allow PCs to reach the six nests, but 1-10 more blood hawks will be present to chase off intruders. From 1-4 gems may be discovered in 50% of the nests successfully searched.
8. **Land urchins** (2): AC 3; MV 12; HD 3+3; hp 19, 18; THAC0 17; #AT 6; Dmg 1-2 plus paralysis; SA paralysis; ML 11; AL N; XP 420; MC (urchin). This pair of land urchins may be encountered at any time. They are inoffensive unless disturbed, and may even be hand fed if cautiously approached with food. The larger (19 hp) urchin has five pearls inside it (worth 100 gp each). The smaller urchin seems to be more choosey about what it swallows, having only two such objects (worth 50 gp each) in its digestive tract. The only way to recover these treasures is to slay the land urchins.



dead adventurers and other creatures are also disposed of, so no *resurrection* of these bodies is possible without using a *wish* to recover the bodies first.

It is very important that the DM keep an accurate list of treasures and other items the PCs have collected in the tomb so that no arguments as to what's missing will follow the time elemental's intervention. The players will probably have a fit when the time elemental first intervines (unless the PCs have slain it in area 10, as noted later), but the DM should be prepared to see the adventure through.

There are three other conditions under which the time elemental is summoned. If the tomb is infiltrated by living beings, then is suddenly emptied of living beings (either because they left without taking any items or were slain by traps or guardians), the elemental is summoned to check over the complex and clean up. This has been the fate of the dozen previous adventurers, who were slain and later disposed of.

The elemental will be summoned if anyone begins the casting of a *teleport* spell while within the tomb, and it will then go about its clean-up-and-item-removal routine to the undoubted horror of the adventurers. (However, the elemental is not summoned if someone *teleports* into the tomb from outside.)

In the event that the PCs reach the final resting place of the sage and disturb the body, the time elemental is summoned to physically attack them until they leave or are slain, or the monster itself is killed (see area 10). Otherwise, the elemental makes no attempt to attack the PCs unless they are able to attack it first by some means, which is highly unlikely.

Getting Around the Problem

One way to avoid summoning the time elemental is to cover the doorway at area 1 with an *anti-magic shell*, which effectively short-circuits the magical summoning trigger. This *anti-magic shell* must remain in effect until the last adventurer has left the tomb; when the effect ends, anyone leaving the tomb will become subject to the elemental's actions unless a subsequent *anti-magic shell* is cast over the entrance. Anyone and anything protected by an *anti-magic shell* within the complex when the elemental is summoned is safe from interference—until the moment the spell ceases to function, at which point the elemental will return and "clean up" the complex, whether anyone has left it or not.

Another way is to use a *wish* to be transported out of the tomb with whatever treasure can be carried by the adventurers.

A third way to avoid summoning the time elemental is to simply dig a tunnel from within the tomb to a place outside the complex, which gets around the wording of the elemental's summoning commands. Items may then be removed from the tunnel at the PCs' leisure, unless someone triggers the elemental's summoning. At that point, the elemental will arrive, cause the tunnel to fill in (entombing anyone still within it), then reset as much of the tomb as possible.

Finally, if the heart of Sur-in Am (located in area 9) is destroyed, the elemental is released from service and will not return to bother the PCs.

The elemental is restricted in that it cannot leave the area of the tomb proper (any tunnel to the tomb is considered to be part of the tomb). Any item successfully removed from the tomb cannot thereafter be recovered by the elemental, unless the item is brought back into the tomb again. As to why the gods would allow anyone to "desecrate" the tomb and escape, consider that the gods themselves have their limits, and they felt that the tomb's guardians were sufficient for the task. If anyone can get past the traps, then they will have earned what they get.

The Tomb of Sur-in Am

The PCs discover the tomb of the Bygone Sage in the general location described to them by Adril. Read or paraphrase the following boxed description of the area when the adventurers arrive there:

> Rounding a bend in the track, you see ahead a large enclosure made by a circle of upright stones topped with giant crossbeams of granite. The circle is 30 yards in diameter, and in its center is a circular structure, possibly a building, surmounted by a white dome. Weeds, briars, and grasses grow profusely all around the area, both inside and outside the stone circle, and right up to the central edifice.

See the Tomb Outer Works map. The tomb rests on a hilltop that has grown wild over the centuries. The stones of the surrounding circle are weathered but sturdy; the dome on the sepulchre is clean and white.

Entrance to the circle may be made at any point along its circumference, as the pillars holding the lintels are spaced 20′ apart. No penalty or bonus befalls any adventurer crossing the circle, but the dense undergrowth at the southern edge of the circle must be hacked or burned to allow any progress from this area.

Searching the ground among these bushes reveals the bones and rotted harness of three horses, long since dead. They once belonged to adventurers who unwisely tied them securely here and never returned. Wild beasts finally killed them, and what bones there are show signs of gnawing and splitting. Obviously, other sections were dragged off to creatures' lairs to be eaten at leisure. No worthwhile items can be recovered here.

If the group decides to enter the shrine via the west door, refer to the map of the Tomb of Sur-in Am for the following area and encounter descriptions.

1. Domed Shrine.

The marbled door slides to the left and reveals a circular chamber beyond. In the center of the room is a radiant pool of water, its edge a slightly raised lip of worked stone.

Beyond the pool to the east, a sturdy brazier burns coals with a slow blue flame. On each flank, a lit candle made from beeswax sends a thin trail of white smoke into the air. To the north, a finely wrought iron door is guarded by twin statues set into the stonework of the shrine's walls. Above, the ceiling is domed with white stone but is otherwise unadorned. The floor is made from a single piece of green marble with blue veins.

A *wall of force* (marked as a dotted line on the map) surrounds the area immediately inside the sliding door. The *wall* may be removed by casting a *disintegrate* spell or by saying "Sur-in Am" while standing in the area between the threshold and the *wall* (standing outside will have no effect).

For practical purposes, the shrine is impervious to all attack forms the PCs may use to avoid the *wall of force,* including *stone to mud, stone to flesh, teleport,* or any psionic, physical, or magical attack. Fire and acid do no harm to the stone. A *wish* may get the PCs into the shrine, but if they don't get past the *wall of force* in the prescribed way, the *wall* will remain in operation.

The entrance to the level below the shrine is hidden in the bottom of the pool in this room. A careful search of the pool has a 1-in-6 chance per round to find the trapdoor, which is covered with a *permanent illusion* of solid stone.

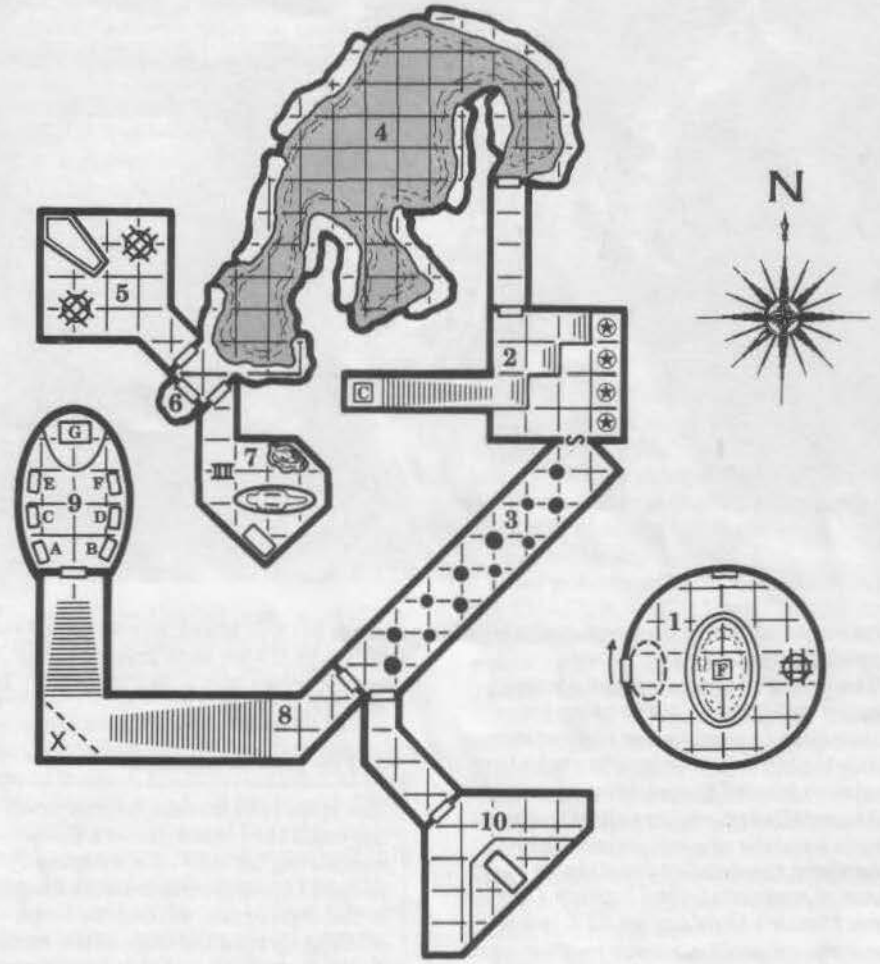
The pool is guarded by a captive water elemental that can attack PCs either wading in the water or exploring the shrine, although the pool must first be disturbed before it can attack.

Water elemental: AC 2; MV 6, swim 18; HD 8; hp 58; THAC0 13; #AT 1; Dmg 5-50; SA not applicable in this case; SD +2 or better weapon to hit; ML 16; AL N; XP 2,000; MC (elemental).

Opening the trapdoor reveals a stairway leading down to area 2. The water remains magically suspended above the stairway and doesn't spill into the complex below unless someone takes a fancy to cast a *dispel magic* spell. If this should happen, any character on the stairs must

THE TOMB OF SUR-IN-AM

1 square = 5′



save vs. paralysis or be swept down 10′ of steps for 1-6 hp damage.

The brazier burns magically long-lasting coal but is of little value for either heat or combustion (unless something highly flammable is brought in contact with the flame). However, each of the candles on either side of the brazier is a *candle of meditation.* While in this room, the candles function as *incense of meditation* (2nd Edition *Dungeon Master's Guide*, page 172) but do not extinguish. If removed to other parts of the tomb complex, they revert to regular *candles of meditation.* They may be lit or extinguished at will but have a useful lifetime of only eight hours each. If removed from the tomb, the candles invoke the time elemental.

The iron door to the north is a red herring, set here to cause trouble for would-be robbers. Coming within 5′ of the iron door activates the caryatid columns on either side, which try to prevent the PCs from examining the door further.

Caryatid columns (2): AC 5; MV 6; HD attack as 5-HD monsters; hp 22; THAC0 15; #AT 1; Dmg 2-8; SD half damage from normal weapons, 25% chance hit will break any weapon (reduce by 5% for each magical plus), all saving throws at +4; ML 20; AL N; XP 280; FF/18.

2. The Hall of Statues.

> The steps lead down a narrow corridor until they come out in a room measuring 20′×20′. An irregularly shaped raised platform takes up most of the floor space, with three steps leading up 5′ to the edge of the stage. Against the east wall are four statues of different sizes and shapes. A door leads north out of the room.

The statues are magically endowed representations of Sur-in Am at four stages of his life. The northernmost statue shows a young boy. Touching this statue returns the PC to childhood (save vs. death magic at –4), with reductions in physical size and maturity, and a like reduction in all ability scores to a mere 1-6 points each. (Ability scores that are already 6 or lower cannot be raised above their original numbers.)

In addition to reductions in abilities, the PC will be, for all intents and purposes, between 7-10 years of age (roll 1d4+6 to find his exact age). Because of his loss of "time experience," the DM should reduce the PC to zero level, with subsequent reduction in hit points, etc.

Spell-casters or PCs with abilities learned by dint of their professions lose all spells or skills learned. Magical items in their possession become a mystery to them—they'll not know how or why they operate. The rest of the group will be strangers to the child PC, and the player must role-play the character as he feels would be appropriate in such strange surroundings with such strange people.

A *remove curse* spell cast by a cleric of at least 9th level (or a *wish* cast by anyone) must be performed on the PC to negate this magic; the only other cure is time alone (even the curative powers inherent in the other statues here won't work in this case). If a *remove curse* spell is cast in the proper way, all lost memories and levels of ability are restored to the afflicted PC.

The second statue (coming south) shows the sage in the days of his adulthood. Any PC touching this image is the recipient of a modified *restoration* spell that, in addition to *restoring* one lost energy level (assuming the character has lost an energy level at some time in the past), also reverses the years of aging from an encounter with a ghost, heals a time elemental's damage, and reverses the results of certain spells (*alter reality, wish,* etc.). It will *not,* however, restore to adulthood any character who has been afflicted by the first statue.

The third statue shows Sur-in Am in old age. Any PC touching this image receives the penalties and bonuses of old age (see the 2nd Edition *Player's Handbook,* page 24), i.e., subtract two points each of strength and dexterity, delete one point of constitution, and add one point of wisdom. A successful saving throw vs. death magic negates all effects of this statue. No abilities may be raised above racial maximums in any case. If the same character touches this statue a second time (even if he was not affected the first time), a secret door opens in the south wall of the chamber. This second contact with the statue has no other effect on the character.

The last statue (nearest the south wall) is a representation of the sage as a venerable man. Any character touching this statue must save vs. death magic or die. If he successfully makes this save, the character's wisdom score is raised to his racial maximum.

No magical effect of one statue will negate the magical effect of another. A character can be affected by the magic of only one statue; after having touched that one statue, the PC is immune to the effects of all the rest. The statues are impervious to all physical and magical attack forms the adventurers might have at their disposal. They cannot be removed from the tomb in any way. Divination spells provide no clues as to the effects of touching these statues, though they will indicate the third statue is the key to continuing the adventure.

3. The Many-Pillared Hall. The secret door to this room may be opened only by twice touching the statue of the old Sur-in Am located in area 2.

> This door opens into a wider passageway lined with many slender pillars. The ceiling is aglow with *continual light* spells, making the two doors at the far end of the hall visible from the threshold on which you stand. The walls, floor, and ceiling are plain and unadorned.

The *continual light* spells purposely illuminate the southern doors to arouse curiosity in intruders. An enchantment has been laid on the room so that the slender pillars *shape change* once an individual or group passes the midpoint of the hall, going southwest. Each pillar instantly becomes a hungry rust monster!

Rust monsters (12): AC 2; MV 18; HD 5; hp 40; THAC0 15; #AT 2; Dmg nil; SA rust metal; ML 9; AL N; XP 270; MC.

Anyone using *flight, teleportation,* or similar spell-like powers to get to the far end of the hall will not trigger this trap, though walking or running PCs (including those *hasted* or using magical footwear) do spring the trap. Once set off, though, the rust monsters remain on the loose for the rest of the adventure unless the PCs can effectively eliminate them (or the elemental "resets" them).

4. The High Ledges.

> The door swings open over a chasm that falls a dizzying 200′ to a pool. On the walls of the chasm, level with the floor of the corridor in which you stand, are several narrow rock ledges that follow the curve of the walls out of sight.

There is no penalty to PCs wishing to use any useful magic to get around this obstacle. PCs may simply walk on the ledges, but the gaps between them can be very hazardous.

Each time a PC attempts to jump from one ledge to another, he must declare whether he is making a standing broad jump or a running broad jump (see the *Dungeoneer's Survival Guide,* page 17). PCs of levels 1-6 may jump 1d4+1′ standing or 1d4+5′ running. Those of levels 7-9 may jump 1d4+2′ standing or 1d4+6′ running. PCs of levels 10-12 may attempt 1d6+2′ standing or 1d6+5′ at a run.

There must be at least a 20′-length of ledge available as a head start for a running jump. Heavily laden, very heavily laden, and encumbered PCs subtract 1′, 2′, and 4′ respectively from the distance they may safely jump. Halflings take an additional 1′ from this distance. Dwarves and gnomes subtract 2′ from their jumps.

If a PC fails to make the jump from ledge to ledge, a successful roll of his dexterity score or under on 1d20 means he has grabbed onto the far ledge and may pull himself onto it in the next round. Failure indicates a fall to the pool below.

Damage from the fall is reduced if the PC can make a second dexterity check to enter the water head or feet first. A successful check reduces damage to a mere 2d6 from the height of the fall; however, a bad fall will do damage to the tune of 20d6. A PC who has time to take a deep breath may hold his breath for a number of rounds equal to one-third his constitution score, rounded up (half this time if a deep breath is not taken, to a minimum of one round). In that time he may attempt to remove metal armor, etc., and to get to the surface. When the time limit runs out, he must make a successful constitution check once per round to avoid drowning. In the first round, this check is made with no penalty. In the second, there is a +2 modifier to the die roll. In the third round, the adjustment is +4, and so on until the PC reaches the surface, is pulled from the water, or drowns.

Added to this problem is the large school of freshwater piranha that lies in *temporal stasis* in the 50′-deep pool. The piranha awaken in the first round that anyone enters the water.

Piranha, freshwater (50): AC 8; MV swim 9; HD ½; hp 1-4; THAC0 20; #AT 1; Dmg 1-2; SA swarm; ML 6; AL N; XP 7; MC. There is a 75% chance these nasty fish will attack anyone falling into the pool. Up to 20 piranha can simultaneously attack a single man-size individual.

5. False Tomb.

> The short corridor beyond the door opens into a room filled with the smell of burning incense. It is dominated by a stone sarcophagus resting with its head in the northwest corner of the room. Two pans of fragrant coals give off a blue smoke that spills onto the floor, where it forms a constantly moving carpet. Inscribed on the side of the sarcophagus are the words: "As you are, so once was I. As I am, so you will be. Foolish mortals begone, and disturb not the rest of Sur-in Am."

This tomb is false, as it does not contain the mortal remains of the sage at all. Instead, the sarcophagus is the temporary resting place of a clay golem that animates four rounds after the first person or object touches the blue smoke from the fire pans.

Clay golem: AC 7; MV 7; HD 11; hp 50; THAC0 9; #AT 1; Dmg 3-30; SA damage inflicted by the golem is reparable only by a priest of 17th level or higher; golem can *haste* itself once per day for three rounds; SD blunt magical weapons needed to hit; immune to most spells; ML 19; AL N; XP 8,000; MC.

The usual 1% cumulative chance per round that the golem will break free of its master's control does not apply here. Once animated, the golem will chase PCs out of the chamber, but it won't follow them into area 4.

In the unlikely event that the PCs believe the golem to be the sage reanimated, a portion of treasure is hidden in the sarcophagus. It was placed here in the hope that tomb robbers might think they had found the actual tomb and return to the surface world without disturbing the real Sur-in Am's remains. (Remember, the sage's followers never knew that the gods had also donated a time elemental for added security. This ploy of hidden treasure was deemed necessary to discourage further investigation by thieves.)

In all, there are 4,500 gp and five pieces of jewelry worth 600 gp, 450 gp (×3), and 200 gp. Removing any of these items (even a single coin) from the shrine

through the door at area 1 or by *teleporting* home will summon the time elemental (see "The Guardian of the Tomb").

6. Human Cannonballs. This room, tiny as it is, is magicked to cause problems for the adventurers. If the door (which opens outward) is opened, a *repulsion* spell issues forth in the direction of the opening into area 4. Anyone not directly in front of the door when it is opened may make an initiative roll against the DM to catch *repulsed* PCs before they fall into the pool in the chasm. If someone falls into the pool, see area 4 for details on damage.

This effect functions each time the door is closed and then reopened. There is no saving throw vs. this spell, nor does it affect the golem from area 5. There is nothing of any value in this space.

7. Makeshift Laboratory.

> The door opens into a short corridor that widens into an irregularly shaped room. Near the exit stands an old stepladder. A pile of potter's clay is heaped against the north wall, and in the center of the floor is a long wooden tub. A bare table in the southern corner completes the room's furnishings.

The cleric who created the clay golem at area 5 did most of his work in this room. It proved easier to make the creature here than to transport a constructed one safely across area 4. The items here were used in the creation of the monster.

The long tub is actually a mold for the creature, as can be seen by the man-shaped indentation in its bottom. The clay in the room is high-quality material but hardly unique—it wouldn't fetch more than 600 gp if the cartload were transported and sold. And removing even a pinch of it to the outside world invokes the time elemental.

The table once held the holy symbols, magical ingredients, and other paraphernalia used in the ceremony. The stepladder was used in the final preparation of the statue before it was given life. No other materials remain here after the activation of the golem. However, the presence of these few remaining clues may warn the PCs of the possibility that a magically created monster is hidden somewhere in the tomb.

8. The Long Stair.

> The corridor continues briefly southwest, then it turns west onto a long stairway going down.

The ceiling remains level above the staircase, so the PCs descend into a deeper and deeper chasm as they head west. The stairway narrows again as it turns north. At this turning, a wide shelf is hidden in the darkness above. On the shelf is a black pudding held in *temporal stasis* until the party passes by. If the adventurers continue north, read the following boxed description.

> As you continue to descend northward, a great, booming voice calls out "AWAKEN!"

This is the single word needed to remove the *temporal stasis* from the black pudding, and it is spoken by a *magic mouth* high on the east wall where the corridor turns north (it's marked as an X on the map). Within one round, the pudding begins its descent of

the wall; it reaches the stairs within the next three rounds.

If the PCs have fallen foul of the rust monsters at area 3, they may well be in dire straits if attacked by the black pudding. The monster is unable to follow parties beyond the length of the corridor, as the stone doors of the complex cannot be dissolved by its acids, nor can it flow under the tightly fitting stonework.

Black pudding: AC 6; MV 6; HD 10; hp 65; THAC0 11; #AT 1; Dmg 3-24; SA dissolve metal and wood; SD blows, cold, and lightning do not harm; ML special; AL N; XP 5,000; MC (puddings, deadly).

9. The Treasury.

> The door opens into an oval-shaped hall in which seven locked boxes rest. Three of the boxes line the west wall; three are set against the east wall. The seventh box is placed on a raised dais opposite the door. No two boxes are of the same size or shape.

A *detect magic* spell shows a definite radiation from each of the boxes, caused by a magical trap that can be deactivated using certain spells (in most cases). Any character who tampers with a lock before nullifying a box's magical trap is the recipient of the magical effect with which the box is imbued. The casting of certain divination spells (e.g., *augury, contact other plane, legend lore,* etc.) should provide clues as to both the effects of opening a trapped box and the methods by which the trap can be undone; however, clues should be vague. The boxes are arranged (and trapped) in the following order:

Box A: This box is made from stained oak and fitted with a padlock overlaid with silver. Its dimensions are 4′ long, 2½′ wide, and 1′ deep. Opening this box or picking the lock without first casting a *dispel magic* spell on the box results in the appearance of a *stinking cloud* in a 20′-diameter globe centered on the chest surface. Inside the box is a bag containing 3,429 gp, 156 pp, a potion of *gaseous form,* and three jewels (worth 145 gp, 100 gp, and 50 gp).

Box B: This box is constructed from light iron and studded with rivets whose heads have been painted blue. It is 4′ long, 1½′ wide, and 1½′ hi[illegible] The lid is secured by a padlock made from gold, whose value unbroken is 100 gp. Broken, the lock is worth a mere 50 gp.

Disturbing the chest without first casting a *forget* spell allows the imprisoned air elemental within to attack anyone in the chamber. The DM must use his discretion to see if combat with the elemental sets off protective devices on the unopened boxes (probably not a good idea, unless a PC throws a box across the room or otherwise does something silly).

Air elemental: AC 2; MV fly 36 (MC:A); HD 8; hp 53; THAC0 13; #AT 1; Dmg 2-20; SA create whirlwind; SD +2 or better weapon to hit; ML 15; AL N; XP 3,000; MC (elemental, air/earth). The elemental fights until it is slain or forced back to its own plane through magic.

The box contains 3,298 gp; a case holding three potions of *levitation;* gems to the value of 3,000 gp (720 gp, 500 gp, 200 gp, 160 gp (×3), 55 gp (×20); and a wizard's spell book with the spells *affect normal fires, jump, invisibility, shatter, web, flame arrow, slow,* and *blink.*

Removal of any of this treasure to the outside world invokes the time elemental, as per usual. Spells may be copied or learned from the spell book, however, assuming the mage has brought the proper materials (in the first case) and makes his proper die rolls (in the second case). "Removal" of spells in this way is not sufficient grounds for summoning the time elemental.

Box C: This container (a cube 1′ square) is made from cedar enamelled with a floral pattern and secured with a fine bolt of silver. Unless a spell-caster casts a *sleep* spell on the box before opening it, a disenchanter appears nearby and attempts to make off with the magical dweomer of a random magical item in the possession of the PCs. As with other guardian monsters, combat with the disenchanter may, at the DM's whim, set off other traps in this room.

Disenchanter: AC 5; MV 12; HD 5; hp 40; THAC0 15; #AT 1; Dmg nil; SA drain magical energy; SD +1 or better weapon to hit; ML 11; AL N; XP 405; FF/27.

The box is filled with jewelry. It contains 12 pieces, each worth 1,000 gp.

Box D: This box is made from ebony overlaid with gold leaf and locked with a *wizard lock* spell. It measures a mere 6″ on a side, but it acts like a *bag of holding* while in this room.

This box may be opened by casting a *knock* spell, but failing to then cast a *light* spell makes the would-be despoiler the target of a *cause blindness* spell (saving throw applicable, but at –4 on the die).

Inside the box is a *gem of seeing* (with which the PCs may look inside the other boxes but not determine the nature of each trap), a smaller carrying case holding a pair of *eyes of the eagle,* and 1,562 gp in coins.

Box E: This is a chest with dimensions 4′×3′×3′, made from hardwood and bound with iron. It has a large keyhole and is locked. A PC must have the key (which is impossible, as the key is lost) to open the lock safely. Picking the lock causes the magic of the chest to function unless the seemingly unrelated spell *protection from normal missiles* is cast, either on the box itself or on the person opening it.

If the trap is sprung, *magic missiles* attack all living creatures in the room. The *missiles* are released as if cast at the 17th level of ability (range: 230′; spell releases nine *missiles,* each delivering 1d4+1 hp damage). If fewer than nine characters are in the room, each person present is hit by at least one *missile* (unless magically protected), and the remaining *missiles* are directed at the person opening the chest. If more than nine characters are in the room, roll randomly to see who is hit.

The chest holds a *crossbow +2* with a quiver of 12 *quarrels +1.* It also contains a *bag of devouring* in which 500 gp are hidden. At the bottom of the chest are three sections that can be easily assembled to make a *spear, cursed backbiter +1.*

Box F: This container is made from cured leather stretched over a wooden frame. It measures 6′ long by 4″ wide by 4″ deep. It may be opened by casting the spell *neutralize poison;* otherwise, touching the container causes the same effects as putting on a *cloak of poisonousness* (see the 2nd Edition *DMG,* page 164). The contents of the chest will be destroyed by a *disintegrate* spell if the trap is triggered.

Successfully opening this container reveals a *long sword +1;* a long, narrow bag that is actually a *bag of beans;* and 2,876 gp in cash.

Box G: This is the container that is set on the raised dais. It is a small oakwood item, being only an 8″ cube, and it rests on a purple cushion. Only a lawful-good cleric of at least 17th level may pick up the box without harm. Anyone of 7th level or less will instantly die, no saving throw allowed; characters of levels 8-16 must save vs. death magic each round that they hold the box, or else die. Lawful-good characters of 8th to 16th

level will not die if they fail their saving throws vs. death magic, but they will be knocked unconscious instead for 2-24 hours, during which time they cannot be awakened.

The box holds the heart of Sur-in Am, magically preserved and still beating. The contents may be detected using the *gem of seeing* from box D or by using similar magic. The box itself radiates a strong lawful-good aura.

When the gods bound the time elemental to service, some living part of the sage had to be in the tomb to warrant the presence of the elemental; the gods thus reactivated Sur-in Am's heart and placed it here. If the immortal, living heart of the sage is undisturbed, the tomb will continue to baffle adventurers in their efforts to remove treasures. However, if the heart is "slain" by being immersed in acid for three rounds, the time elemental is released from service. Goods may then be taken from the tomb, and time will begin to take effect on all the once-preserved hazards in the complex. The penalty for destroying the heart is a saving throw vs. death magic for each of the characters involved. Any character who fails is forever dead and cannot be *raised* or *resurrected,* even by divine intervention.

10. Sur-in Am's Tomb. The door to this chamber is made from lead but opens easily to a light touch. The rationale behind the planners' design that placed the sage's remains here was that treasure hunters would seek elsewhere for the goods said to have been buried with the holy man if no hindrance was placed in the way of their access to the body.

> The lead door opens easily into a brightly lit chamber, empty but for a large slab that rests on a dais to the southwest. On the slab lies the body of an ancient man clothed in white. The body is perfectly preserved and gives the impression of lying in a deep, restful sleep.

Several spell-casters cooperated in creating a *glassteel* shell around the body of Sur-in Am. Written in runes across the shell's surface is the legend: "The sage, Sur-in Am—laid in poverty as was his desire." All but the sage's heart lies here. As long as his heart is in the treasury, area 9 (presumably despite his desire!), the corpse and tomb will retain their fresh appearance, and all traps and monsters will continue to be replenished whenever adventurers abandon the complex or are all slain. There are neither traps nor treasures in this room, but if the adventurers succeed in breaking through the *glassteel* wall, the elemental is bound to attack to kill.

Time elemental: AC 2; MV special; HD 16; hp 112; THAC0 5; #AT 1; Dmg 4-16; SA create 1-4 manifestations to attack; SD +3 or better weapon to hit, immune to all time-related magic; 90% immune to all other magic (except *anti-magic shell);* ML 15; AL N; XP 5,240; MM2/120. The elemental (as noted elsewhere) also has the ability to affect any nonliving item within the tomb by returning the item to its condition prior to the arrival of any adventurers. When the elemental appears and attacks the adventurers, it summons its other manifestations and attacks as many characters as possible with no two manifestations attacking the same character until there are fewer PCs than there are manifestations. The elemental and its duplicates appear to be 1'-diameter clouds of fine dust.

Damage inflicted on PCs by the time elemental is curable by touching the adult statue in area 2. Such damage is healed at the rate of 4-16 hp per touch (only damage from the time elemental is curable by this device; other damage is not healed unless specified in the description of area 2).

Concluding the Adventure

This adventure is a very difficult one for the PCs to complete without some losses. It might be possible for them to tunnel out of the tomb, thus bypassing the elemental's obligation to rescue treasures taken out via the surface shrine. Certainly, the DM should carefully consider the relative worth of any plan the PCs devise to get treasure back to the surface before it disappears.

If the PCs are in real trouble, the DM may allow them to return to Redfil and ask advice of the Disciples of the Bygone Sage. A long, exhausting time spent in research in the Disciples' library might uncover a mention of time elementals or even show how to create a potion that will allow the PCs to tag onto the elemental as it dodges about in the timestream. In this latter instance, other adventures may suggest themselves as the PCs search out the locations of strange ingredients for their potion.

If the PCs survive largely intact, there may be fuel for further adventures in any of the items successfully removed from Sur-in Am's tomb. One of the magical weapons found in the treasury may contain a secret compartment. Within, a map or message suggests that a fabled manuscript on the philosophy of Time, which Sur-in Am was said to have completed before his death, actually exists in some hidden dungeon or mountain fortress. How much will the latter-day disciples be willing to pay to finance the expedition to recover the manuscript? What dangers await the PCs on their quest? And what were the secrets discovered by Sur-in Am in his studies that led him to conceal his work so carefully? The DM must decide. Ω

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THUNDER UNDER NEEDLESPIRE

BY JAMES JACOBS

The gnomes need help–the sky is falling.

Artwork by Stephen Schwartz

The author writes: "I am now a senior at Point Arena (California) High School and am currently applying to all sorts of colleges. 'Thunder Under Needlespire' was thought up late one night with some of my friends, and I would like to thank them for their help and ideas: Matt Butou; Jeremiah Knoche, and Knight Smith."

"Thunder Under Needlespire" is an AD&D® 2nd Edition adventure for 4-6 characters of levels 8-12 or higher (about 50 total levels). If the average level of the party exceeds 16, you may need to beef up the opposition in order to make the adventure more challenging. The party should be well balanced in character classes and races, although a thief or two would aid the party greatly. Dwarves, gnomes, and similar underground races could prove helpful as well, although such characters are not necessary for the success of the adventure.

Since this entire adventure takes place in the vast underground realm of the Underdark, the *Dungeoneer's Survival Guide* may prove helpful. The aboveground location of Needlespire has been left vague to allow you to place it anywhere in your campaign.

This adventure revolves around two rather complex creatures: the mind flayers (illithids) and a new monster called a draknor. Be sure to familiarize yourself with these monsters before running the adventure.

Adventure Background

There's trouble brewing in the vast cavern networks below the great mountain that is called Needlespire by the local dwarves (due to the mountain's unusual shape). Earthquakes have suddenly begun to occur in an area never before beset with such a problem, and the dwarven inhabitants of the Needlespire caverns are in trouble. The earthquakes started about a month ago and have been steadily getting worse ever since. The last quake caused two deaths in the deep gnome village of Burrok. The local mining industry has been sorely hurt, and the village elders, led by wise old Ikyar Glittergem, have tried everything to determine the cause of the quakes. Many parties of gnomes were sent out, but only a few returned. In their explorations, one of these bands came upon an illithid outpost, surely the cause of all the trouble!

The gnomes of Burrok lack both the courage and the strength to openly oppose the mind flayers, so they have decided to try a desperate plan: They will call on outside help to travel to the mind flayer outpost and put an end to the earthquakes.

For the Dungeon Master

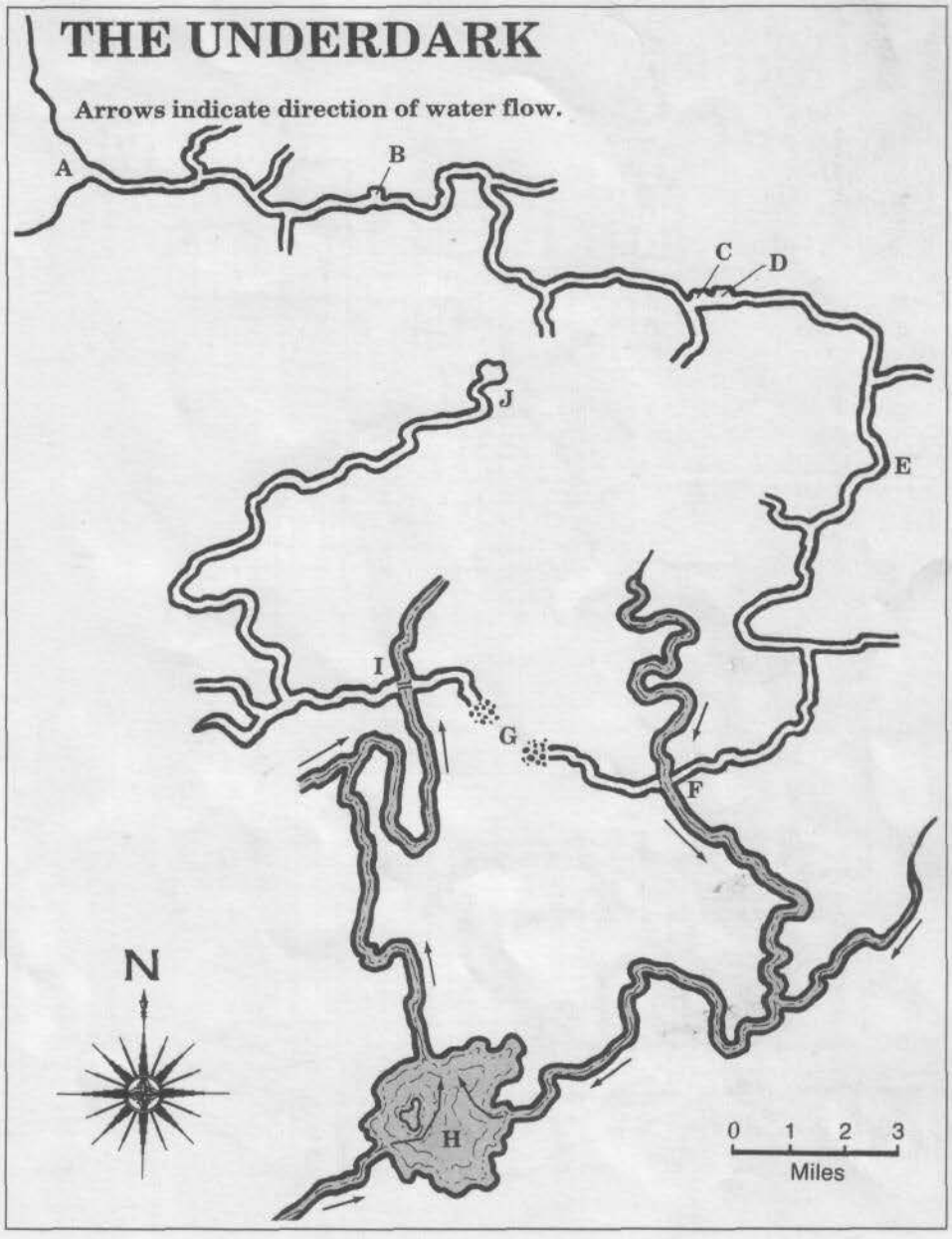
There are several ways to get the PCs started on this adventure. The easiest way is for them to come upon a party of svirfnebli (deep gnomes) who are searching for mercenaries to investigate the illithid outpost. The deep gnomes bring the PCs to Burrok, where they are hired on to do the job.

Of course, if the PCs are not already adventuring in the Underdark, getting them to the village in this fashion may not work very well. In this case, the party may hear rumors that a deep gnome village under the mountain Needlespire is in desperate need of aid. Or, in their wanderings through some mountainous area, the PCs could encounter a lone deep gnome messenger from Burrok, looking for adventurers to accept their quest. If one of the party members is a dwarf or a gnome, he might have a friend or relative living in Burrok who appeals to him and his friends for aid. No matter how the party is hired, it will be brought before the village elders of Burrok to hear details of the quest. Notes on Burrok and its inhabitants can be found at area B.

In actuality, the illithids are not responsible for the earthquakes, nor is their outpost as small as the svirfnebli believe. The hidden outpost houses no less than 35 illithids, including their powerful leader, Akuloth.

The true source of the earthquakes is nestled deep in the caverns below Needlespire. There, a strange creature (referred to as a draknor in ancient texts) is growing to maturity. This being is quite unaware of the problems it is causing; all it wants to do is reach adulthood and be on its way. It is the manner in which it feeds that is causing the earthquakes.

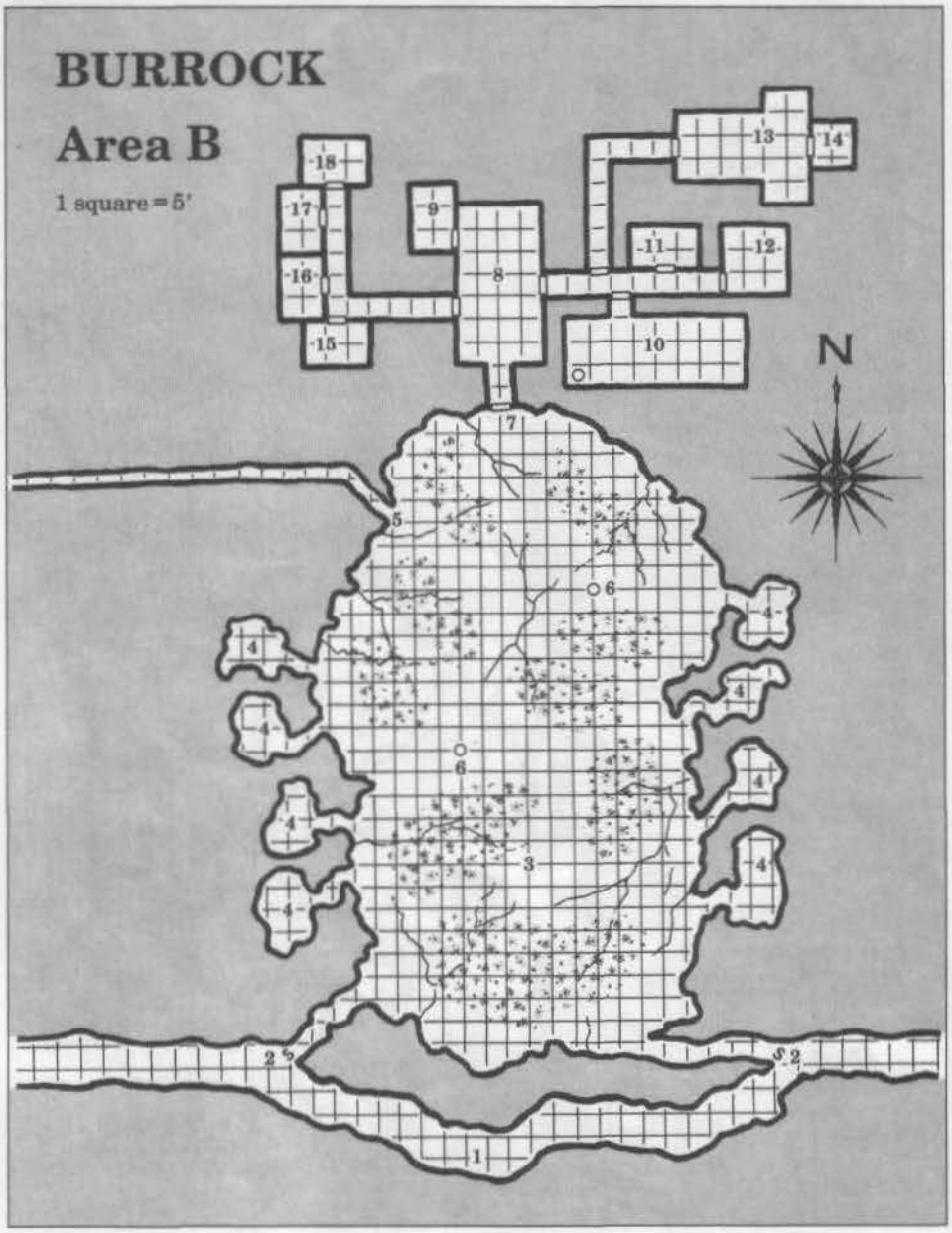
In order to mature, the draknor needs to consume massive amounts of heat. To satisfy its bizarre hunger, the draknor has sent dozens of its tentacles burrowing down into the stone floor of its cavern to tap into a large vein of molten rock buried deep underground. This burrowing has weakened the stone that holds back the magma, and the molten rock is now seeping upward toward the surface in several areas, causing earthquakes of increasing magnitude as it does so. Eventually, the pressure will become too much, and the inhabitants beneath Needlespire will be destroyed as the mountain becomes a full-fledged volcano.



In order to end this threat, the draknor must be slain. The PCs can learn of the draknor and its lifestyle from none other than the illithids themselves. The mind flayers have no desire to have their outpost blown to shreds by a volcano, and they would quickly dispatch the draknor themselves if it were not for the fact that the draknor is immune to all mind-affecting magic—including illithid *mind blasts*. With their main offensive power rendered useless, the illithids are no match for the draknor. Like the svirfnebli, the mind flayers have decided to recruit others to do the job for them.

The Tunnels of the Underdark

This entire adventure takes place in a huge cavern network under Needlespire, in the Underdark described in the AD&D



Dungeoneer's Survival Guide. Although this book is not necessary to run the adventure, it can add a wealth of information and excitement.

All of the caves, tunnels, and other underground features that play important parts in this adventure are shown on the Underdark map on page 39. Only the tunnels and caves that the PCs will probably pass through to reach their goal are shown on this map. However, should the party choose to take a tunnel not detailed on the map, the DM is not totally lost. One way to get the party back on track is to proceed as if they had taken the main path detailed on the map; the group will end up at the next encounter despite the wrong turn. The DM could also place clues in the side tunnel to point the PCs back along the correct path. Of course, the DM could allow the PCs to explore such areas, detailing the tunnels and caves as they are entered.

The widths of the tunnels shown on the map are not to scale. Generally, they are about 10′ wide, although they can be up to 30′ wide at spots and narrow down to only 5′ at others. All of the passageways slope downward from area A, although not perceptibly so to most surface dwellers. The presence of many varieties of glowing fungi allows limited vision with a range of 30′. This light is generally not bright enough to read by; if the PCs wish to do so, they will have to provide their own illumination. Small patches of rubble (shaken loose by the earthquakes) are quite common, as are cracks, small rivulets, and puddles of brackish water.

As the PCs wander around in the tunnels, they will have both random and set encounters. See the listing beginning on page 41 for a description of the random encounters.

Underdark Encounter Areas

The PCs will probably be restricted as to direction of travel while in the Underdark, simply because the main tunnel in this area has few branches. The party often has no choice but to go forward or backward. Thus, several areas of the tunnels are difficult to avoid, although clever PCs will no doubt think of ways to bypass sections of tunnel through the use of magic.

Some magical methods will work (*wish* spells, several *dig* or *passwall* spells, *plane shift* spells, etc.), although such spells as *teleport* and *teleport without error* are very dangerous to use underground. Due to the presence of heavy metal ores in the surrounding rock, *teleport* spells tend to misfire in this area of the Underdark. The chance for an incorrect *teleportation* is double normal; those who *teleport without error* risk the chance of failure per a normal *teleport* spell. Generally, it is safer (if somewhat longer) to simply take the tunnels.

Side Passages and River Branches. Each of the short side tunnels shown on the map continues on to wind deeper into the Underdark. The DM can use these to expand the adventure, but the PCs will have guides to keep them on the right track for much of their journey.

A. Entrance to the Underdark. This is one of the Underdark's many connections to the surface world. The entrance is set in the base of the mountain Needlespire in any wilderness area. How the PCs reach this point (or *if* they reach it) is largely up to their actions. If they have been hired to help Burrok, they will either be led here or be given directions to the entrance. Once here, they will be met by a band of five deep gnome

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Random Encounters
(Roll 1d8+1d12)

Although the tunnels of the Underworld may seem silent to the casual listener, anyone who stops to listen will hear all sorts of distant drippings, clickings, and murmurs. An occasional moan or roar from some unseen beast is not uncommon. As the PCs wander the tunnels, there is a chance that they will encounter one or more of these beasts.

Check for random encounters once every hour by rolling 1d10. A roll of 1 indicates that an encounter occurs. Roll 1d8 and 1d12, add the results, then refer to the appropriate table below to determine what the PCs encounter. Some of the encounters will not be appropriate (the PC will not, for example, encounter an obstruction such as a chasm if they are not moving), and the DM should reroll these results until a plausible encounter is rolled. Note also that there are different tables for dry tunnels and waterways. Rough details follow some entries, but it is up to the DM to breathe life into these encounters. Unless otherwise indicated, all encounters can be played more than once.

Dry Tunnel Encounters

2: **Earthquake:** All earthquakes are caused by the burrowing actions of the Draknor. Most (85%) of these earthquakes are minor; a few rocks fall from the ceiling, and each PCs must roll his dexterity or less on 1d20 or fall down. The other 15% of the quakes are strong enough to cause minor cave-ins. PCs caught in these have the same chance of falling down as above, plus they must save vs. petrification or take 2-16 hp damage from falling rubble.

3: **Purple worm:** AC 6; MV 9; HD 15; THAC0 5; #AT 1 and 1; Dmg 2-24 and 2-20; SA swallow whole; ML 12; AL N; XP 13,000; MC (worm).

4: **Black pudding** (if at or past encounter area C): AC 6; MV 6; HD 10; THAC0 11; #AT 1; Dmg 3-24; SA dissolve wood and metal; SD immune to acid, cold, poison; ML special; AL N; XP 5,000; MC (puddings, deadly); otherwise a **violet fungi** (1-10): AC 7; MV 1; HD 3; THAC0 17; #AT 1-4; Dmg special; SA rot flesh; ML 12; AL N; XP 175; MC (fungus).

5: **Umber hulk** (1-4): AC 2; MV 6, burrow 1-6; HD 8+8; THAC0 13; #AT 3; Dmg 3-12/3-12/1-10; SA surprise, *confusion;* ML 13; AL CE; XP 4,000; MC.

6: **Trapper** (50%): AC 3; MV 3; HD 12; THAC0 9; #AT 4+; Dmg special; SA constriction; SD camouflage, immune to heat- or cold-based attacks; ML 11; AL N; XP 2,000; MC (lurker above); or a **lurker above** (50%); AC 6; MV 1, fly 9; HD 10; THAC0 11; #AT 1; Dmg 1-6; SA constriction; ML 11; AL N; XP 1,400; MC.

7: **Roper** (1-4): AC 0; MV 3; HD 10-12; THAC0 11; #AT 1 strand + 1 bite; Dmg special/5-20; SA strength drain; SD invisible to infravision, unaffected by lightning, half damage from cold-based attacks; ML 15; AL CE; XP 7,000; MC.

8: **Cave fishers** (2-12): AC 4; MV 1; HD 3; THAC0 17 or 15; #AT 2; Dmg 2-8/2-8; SA adhesive trapline; ML 11; AL N; XP 175; MC.

9: **Piercer** (1-12; determine sizes randomly): AC 3; MV 1; HD 1-4; THAC0 19-17; #AT 1; Dmg 1-6 per hit die; SA surprise; ML 9; AL N; XP 35 (1 HD), 65 (2 HD), 120 (3 HD), 420 (4 HD); MC.

10: **Fire beetles** (2-16): AC 4; MV 12; HD 1+2; THAC0 19; #AT 1; Dmg 2-8; ML 12; AL N; XP 35; MC (beetle).

11: **Shriekers** (2-12): AC 7; MV 1; HD 3; THAC0 17; #AT nil; Dmg nil; SD noise; ML 12; AL N; XP 120; MC (fungus).

12: **Jermlaine** (3-24): AC 7; MV 15; HD ½; #AT 1; Dmg 1-2 or 1-4; SA surprise; SD camouflage, suffer no damage when saving for half damage; ML 12; AL NE; XP 15; MC. These little humanoids will not attack a group as tough looking as the party. Rather, they follow the PCs and attempt to steal small items soon after the party stops to rest. The jermlaine flee at the first sight of danger.

13: **Green slime:** AC 9; MV nil; HD 2; THAC0 19; #AT nil; Dmg nil; SA turns flesh to green slime, dissolves wood and metal; ML 10; AL N; XP 120; MC (oozes/slimes/jellies).

14: **Svirfnebli** 3-18): See page 45 for statistics. These deep gnomes are not from Burrok, although they will know where that town is located 55% of the time. They avoid the party unless it contains a svirfneblin, and even then the deep gnomes ignore the party unless hailed. They are refugees from a svirfneblin village much closer to the draknor's lair than Burrok. They have no idea about what is causing the earthquakes.

15: **Slug, giant:** AC 8; MV 6; HD 12: THAC0 9; #AT 1; Dmg 1-12; SA spits acid; SD immune to blunt weapons; ML 12; AL N; XP 15,000; MC.

16: **Obstruction:** The passageway is obstructed by something that blocks or hinders passage (a chasm, a sinkhole, a weak ceiling, poison gas, etc.). To pass the obstruction, each PC must roll equal to or less than his dexterity on 1d20; otherwise, damage is taken (details are left up to the individual DM). If an obstruction does not seem likely at this point, reroll this result.

17: **Illithid** (1-4): See page 49 for statistics. These mind flayers try to *charm* the PCs into servitude, *mind blasting* any who resist. They know about the outpost found by the svirfnebli but are not from there. If the PCs are with Ensaril (see area D6) at the time of this encounter, she will convince the mind flayers that the PCs are working for the outpost leader and they will be left alone.

18: **Mold** (determine type randomly): AC 9; MV nil; HD nil; THAC0 19 (brown), 15 (russet), 16 (yellow); #AT nil (1 for yellow); Dmg nil (1-8 for yellow); SA variable; SD variable; ML nil; AL N; XP nil; MC.

19: **Otyugh** (75%): AC 3; MV 6; HD 6-8; THAC0 15 (6 HD), 13 (7-8 HD); #AT 3; Dmg 1-8/1-8/2-5; SA grab, disease; SD never surprised; ML 14; AL N; XP 650-5,000; MC; or a **neo-otyugh** (25%): AC 0; MV 6; HD 9-12; THAC0 11 (9-10 HD), 9 (11-12 HD); #AT 3; Dmg 2-12/2-12/1-3; SA grab, disease; SD never surprised; ML 17; AL N; MC (otyugh).

20: **Special:** Roll on Special Encounters table.

Waterway and Lake Encounters

2: **Earthquake:** This encounter should be treated like a dry tunnel earthquake encounter, but there is no chance of tripping and falling. If the earthquake causes a minor cave-in, and if the PCs are on a raft or a boat, the boat's pilot must make a second dexterity check to see if the falling rubble damages the boat. For every

point of damage done, there is a 5% chance that the boat will sink.

3: **Aboleth** (1-3): AC 4; MV 3, swim 18; HD 8; THAC0 13; #AT 4; Dmg 1-6 (×4); SA skin disease, enslavement; SD slime; ML 13; AL LE; XP 2,000; MC. These fish-beasts try to enslave as many of the PCs as possible without making their existence known. All enslaved PCs are ordered to swim to the aboleth's mucous cloud. The aboleth will not fight to the death, and they prefer not to fight at all, using illusions to avoid combat.

4: **Mottled worm:** see statistics for purple worm under Dry Tunnel Encounters.

5: **Slithering tracker:** AC 5; MV 12; HD 5; THAC0 15; #AT nil; Dmg nil; SA paralyzation; SD transparency; ML 15; AL N; XP 975; MC.

6: **Cave fishers** (2-12): see statistics under Dry Tunnel Encounters. These creatures are anchored to the roof above the waterway or lake.

7: **Water weirds** (1-6): AC 4; MV 12; HD 3+3; THAC0 17; #AT nil; Dmg nil; SA drowning; SD sharp weapons inflict only 1 hp damage, cold-based attacks affect as *slow* spell, fire-based spells cause half or no damage; ML 13; AL CE; XP 420; MC.

8: **Crystal ooze** (1-3): AC 8; MV 1, swim 3; HD 4; THAC0 17; #AT 1; Dmg 4-16; SA poison; SD 75% invisible in water; ML 10; AL N; XP 270; MC (oozes/slimes/jellies).

9: **Freshwater scrag** (1-6): AC 3; MV 3, swim 15; HD 5+5; THACO 15; #AT 3; Dmg 2-5/2-5/3-12; SA attack multiple opponents; SD regeneration; ML 14; AL CE; XP 650; MC (troll).

10: **Quippers** (5-50): AC 8; MV swim 9; HD ½; THACO 20; #AT 1; Dmg 1-2; SA swarm; ML 6; AL N; XP 7; MC (piranha).

11: **Water beetle, giant** (1-12): AC 3; MV 3, swim 9; HD 4; THAC0 17; #AT 1; Dmg 3-18; ML 14; AL N; XP 120; MC (beetle).

12: **Water spider, giant** (1-10): AC 5; MV 15; HD 3+3; THAC0 17; #AT 1; Dmg 1-4; SA poison; ML 12; AL N; XP 420; MC (spider).

13: **Pike, giant** (1-8): AC 5; MV swim 36; HD 4; THAC0 17; #AT 1; Dmg 4-16; SA surprise; ML 8; AL N; XP 175; MC (fish, giant).

14: **Crayfish, giant** (2-12): AC 4; MV 6, swim 12; HD 4+4; THAC0 17; #AT 2; Dmg 2-12/2-12; SD surprise; ML 13; AL N; XP 125; MC (crustacean, giant).

15: **Gar, giant** (1-6): AC 3; MV swim 30; HD 8; THAC0 13; #AT 1; Dmg 5-20; SA swallow whole; ML 10; AL N; XP 2,000; MC (fish, giant).

16: **Obstruction:** This encounter is handled in the same way as for dry tunnel obstructions, but some of the blockages may be different (waterfalls, rapids, shallows, etc.).

17: **Vodyanoi** (1-3): AC 2; MV 3, swim 6; HD 8; THAC0 13; #AT 3; Dmg 3-12/3-12/1-10; ML 13; AL CE; XP 2,000; MC (umber hulk).

18: **Nereid:** AC 10; MV 12, swim 12; HD 4; THAC0 17; #AT nil; Dmg nil; SA spit, control water in lair; SD kiss, mesmerize men; ML 11; AL C; XP 975; MC.

19: **Octopus, giant freshwater:** AC 7; MV 3, swim 12; HD 8; THAC0 13; #AT 7; Dmg 1-4 (×6)/2-12; SA constriction; SD ink, color change; ML 13; AL N(E); XP 1,400; MC.

20: **Special:** Roll on Special Encounters Table.

Special Encounters

Roll 1d4 and consult the table below to determine what sort of special encounter occurs (if the encounter occurs on a waterway, add two to the die roll).

1: **Drow War Party:** All drow patrols encountered are identical. Each contains 20 normal drow, a lieutenant, and a captain. Each normal drow is armed with a drowish *short sword +1* as well as a hand crossbow and 10 sleep-poisoned bolts. They are all armored in drowish *chain mail +1* and carry *bucklers +1* as well. The lieutenant is a 4th-level fighter/mage and is armed and armored as are the normal drow, but all of his items are enchanted or equivalent to a value of +2. The captain is a 6th-level fighter/7th-level cleric and is armed with a *mace +3* and a *buckler +3*, and wears drowish *chain mail +3*. All of the drow except for the lieutenant are female, and none take kindly to trespassers in the realm of the Underdark.

Note that all drow herein wear drowish cloaks and boots, have 120' infravision, and use a silent language of gestures within a range of 30' of each other. The *Monstrous Compendium* details on the drow should be carefully studied, as they are very complicated to run.

Normal female drow (20): AC 0; MV 12; F2; hp 15 each; THAC0 19; #AT 1; Dmg by weapon type; SA/SD spells, save at +2, 54% magic resistance, magical weapons; D 16; ML 14; AL CE; XP 650; MC (elf, drow); spells: *darkness, dancing lights, faerie fire.*

Drow male lieutenant: AC –2; MV 12; F4/M4; hp 22; THAC0 16; #AT 1; Dmg by spell or weapon type; SA/SD spells, save at +2, 58% magic resistance; S 17, D 16; ML 14; AL CE; XP 650; spells: *darkness, dancing lights, faerie fire, levitate, know alignment, detect magic, chill touch, magic missile, sleep, stinking cloud, web.*

Drow female captain: AC –5; MV 12; F6/C7; hp 46; THAC0 15; #AT 1; Dmg by spell or weapon type; SA/SD spells, save at +2, 64% magic resistance; D 17, W 18; ML 15; AL CE; XP 975; spells: *darkness, suggestion, dispel magic, faerie fire, dancing lights, levitate, know alignment, detect magic, clairvoyance, detect lie, command, cure light wounds, cause light wounds, protection from good, remove fear, chant, hold person* (×2), *silence 15' radius, wyvern watch, cause disease, meld into stone, spike growth, cure serious wounds, poison.*

NOTE: All THAC0 scores above include bonuses for strength but not for enchanted weapons.

2: **Abu-dhar the Rakshasa:** Abu-dhar has left his clan of fellow rakshasa on the surface to wander the tunnels of the Underdark, seeking the thrill of spreading fear in unexplored areas. He appears as an ape/human combination, with great tusks protruding from his oversize mouth. Upon sighting the party, he uses *ESP* to discover some appropriate illusion to draw off one PC, attacking the hapless adventurer at once. Abu-dhar attacks with magic as much as possible, resorting to hand-to-hand combat as a final defense. He is mentally unstable and thinks himself unkillable, and will thus fight to the death.

Rakshasa: AC –4; MV 15; HD 7; hp 49; THAC0 13; #AT 3; Dmg 1-3/1-3/2-5; SA illusions; SD +1 or better weapon to hit, spells, half damage from weapons of less than

+4 +3 value, immune to all spells lower than 8th level; ML 15; AL LE; XP 4,000; MC. Abu-dhar has the following items on his person, and will not hesitate to make use of them: a scroll of *protection from possession*, a *girdle of many pouches*, a *wand of size alteration* with 22 charges, a potion of *rainbow hues*, and a *staff of withering* with six charges. He has the following spells memorized: *charm person, hypnotism, shocking grasp, wall of fog, invisbil ity, irritation, Melf's acid arrow, slow, vampiric touch, command, cause light wounds*, and *darkness*.

3: **Shular the Haunt:** Months before the PCs undertook this quest, a greedy human thief named Shular was robbed by a band of drow as he was searching for hidden treasure buried in a cave near the surface. His search forgotten, he followed the drow into the Underdark, finally catching up with them at this spot. He attacked immediately and was slain in a matter of seconds by the much more powerful dark elves. It is his insatiable greed that brought him to this state. He remembers none of his former life save that his wealth was stolen by the drow. As soon as the PCs come within range of his attacks, he tries to possess a PC (preferably a thief) as quickly as possible. If he is successful, he sets off at once in pursuit of the drow. Should this happen, the DM could expand this adventure by detailing the drow city in which the robbers now reside. This encounter can be easily played without any major changes in both dry tunnels and waterways.

Haunt: AC 0/victim's AC; MV 6/as victim; HD 5/victim's hp; hp 31; THAC0 15; #AT 1/1, as 5-HD monster; Dmg drains two points of dexterity per hit/by weapon type; SA possession; SD struck only by silver or magical weapons and fire; ML 16; AL CN; XP 2,000; MC.

4: **Shallifon the Water Naga:** Shallifon is a vain and aloof naga who deems herself above common life forms. If this encounter takes place in a dry tunnel, she lives in a small crystal-clear spring in an alcove to the side; otherwise she lives in a small underwater grotto. Shallifon ignores all passersby unless they actually enter her lair. In this case, she retreats to the farthest corner of her lair and casts her *scare* and *spook* spells to try to get rid of the trespassers. If this does not work, she tries to *hypnotize* the lead PC, willing him to leave. Failing in this, she casts *blink* and *mirror image* spells followed by a *magic missile* spell. If the intruders are still present, she fights until reduced to 8 hp or less, at which time she retreats again to the corner of her lair, begging for mercy and offering her treasure if her life is spared. If she is attacked thereafter, she attempts to flee. Her treasure consists of a small stack of eight aquamarines with a base value of 500 gp each, a 3,000-gp platinum necklace, and a gold ring set with a pair of amethysts worth a total of 2,000 gp. She also has two tightly sealed potions of *levitation*.

Water naga: AC 5; MV 9, swim 18; HD 8; hp 49; THAC0 13; #AT 1; Dmg 1-4; SA spells, poison; ML 11; AL N; XP 3,000; MC; spells: *hypnotism, magic missile, shield, spook, mirror image, scare, blink*. This encounter occurs once only. Reroll this encounter if Shallifon has already been met.

5: **Kuo-Toan War Party:** All kuo-toan war parties encountered are identical. There is no exception to the kuo-toan hatred of humans and their kin here; the war party will fight to the bitter end. Each party contains four normal kuo-toan warriors armed with long swords and kuo-toan shields (weapons stick to these shields 25% of the time). Also in the war party are five 4th-level fighters and two 6th-level fighters, armed with one harpoon and one dagger each and carrying kuo-toan shields. Leading the party is a 7th-level cleric/6th-level thief armed with a pincer staff and a short sword.

Normal kuo-toans (4): AC 4; MV 9, swim 18; HD 2; hp 14 each; THAC0 19; #AT 1 or 2; Dmg 2-5 and/or by weapon type; SD grapple attacks have only 25% chance; surprised 1 in 10; immune to poison, paralysis, illusions; partially immune to *magic missiles* and electricity; ML 13; AL NE(C); XP 175; MC.

Kuo-toan fighters (15): F4; hp 30; THAC0 17.

Kuo-toan fighters (2): F6; hp 42; THAC0 15.

Kuo-toan leader: C7/T6; hp 35; THAC0 16; spells: *command, cure light wounds, cause light wounds, hold person, chant, silence 15' radius, cause blindness, bestow curse, cause serious wounds*.

6: **Rogue Water Elemental:** A few rounds before the PCs entered this area, an insane rogue kuo-toan monitor was attacked by a vodyanoi. Outmatched by the hulking beast, the kuo-toan summoned a water elemental using his *bowl of commanding water elementals*. The deranged kuo-toan was unable to control the elemental, which promptly killed both the kuo-toan and the vodyanoi and is now raging through the water toward the party. The approach of the elemental can be noticed as a large hump in the water traveling toward the PCs at high speed. The elemental reaches the party one round later, attacking at once. If the elemental is defeated, the party comes across the floating carcass of the kuo-toan several yards away. If anyone searches the river or lake bed at this point for 1-6 rounds, the kuo-toan's magical *bowl* can be found.

Water elemental: AC 2; MV 6, swim 18; HD 12; hp 82 (currently 68 due to combat with the vodyanoi); THAC0 9; #AT 1; Dmg 5-30; SA capsize boats; SD +2 or better weapon to hit; ML 15; AL N; XP 6,000; MC (elementals, fire/water).

warriors who step out of hiding in several hidden alcoves. These svirfnebli greet the party, then lead them to their home town of Burrok for a briefing on the current situation. See the sidebar on page 45 for svirfneblin statistics.

B. The Town of Burrok. While the PCs are in this deep gnome town, refer to the map of Burrok. Each of the numbered areas on that map are briefly described below. As the PCs will not adventure much at all here, only rough details are given. The individual DM will have to expand on the descriptions as needed.

All of the inhabitants of Burrok are deep gnomes. They are normally a hard-working, industrious clan, but the current situation has forced them to huddle in their homes in fear. Burrok is not the only deep gnome village under Needlespire, but it is one of the closest to the source of the earthquakes. Burrok is not a large town, containing only 28 full-grown males, 24 females, and 12 children.

B1. Main Tunnel. This section of the main tunnel that passes by Burrok acts as a sort of highway for the creatures of the Underdark—most of which have no idea there is a gnome village nearby.

B2. Entrances to Burrok. Both of these secret doors are so cleverly constructed that only magic, elves (at a –1 penalty), or thieves using find traps rolls can locate them. They serve to keep undesirable beings out of Burrok and are guarded only in times of war. The tunnels beyond the doors are only 4′ high. Plenty of headroom—for a gnome!

B3. Main Cavern. The ceiling of this huge cavern rises 125′ above the center of the cavern. Most of the floor space is taken up by gardens of edible fungi, with many trails criss-crossing the mushroom patches. A large open area between the two wells (area B6) is used for town festivals and meetings. The floor is broken by several wide cracks, and the fungus farms are untended and wild. Apart from any svirfnebli who may have guided the PCs here, the only gnomes in sight are huddled in their cave entrances to the east and west. Several piles of rubble shaken loose by the earthquakes dot the cavern.

B4. Deep Gnome Homes. These small but cozy side caverns are the homes of most of the svirfneblin population. Each cave houses an average of six gnomes but only 1-6 gnomes will be encountered in any given cave. Each cave entrance is set about 10′ off the ground; ladders made of huge mushroom stalks are used to reach them. In times of war or danger (like now), the ladders are pulled up and into the caverns. Each of these caves averages about 4′ in height; anyone who is taller must crouch.

B5. Mine Entrance. This tunnel stands about 4′ high and marks the entrance to the Burrok mines. These mines are Burrok's sole source of income, but work has been suspended due to the earthquake threat. There is no chance that the svirfnebli will allow the party to explore these mines; in addition to the great value of the precious gemstones mined there, the mines are a maze of passageways in which an outsider could get lost for days.

B6. Wells. These two 60′-deep wells provide Burrok with water. They tap into a stream that eventually connects with the Dimglow River far to the south.

B7. Entrance to the Safehold. These huge double doors require a combined strength of 18 to open. Beyond is the temple, quarters for the town leaders, and room enough to house all the inhabitants of Burrok in the event of an invasion. Of course, this safehold is no safer than the main cavern during an earthquake.

B8. Great Hall. This area functions as a throne room of sorts as well as a special-occasion dining room and a festivities hall. It is currently empty. The ceiling is a luxurious 8′ high.

B9. Conference Room. This room also has an 8′-high ceiling, as it is here that the deep gnomes hold extremely rare meetings with taller folk. All of the other rooms and passageways in the safehold are 4′ high.

B10. Barracks. The inhabitants of Burrok can all live here in the event of an invasion. A well in the southwest corner provides a source of water in the event of a siege.

B11. Storeroom. This room is filled with all sorts of mundane items as well as several short swords and shields.

B12. Food Storage. There is enough food here to feed the entire town of Burrok for a week and a half. The stores are replenished every five days through trade with other towns. Most of the food here consists of dried mushrooms and other edible fungi.

B13. Temple. The svirfnebli will not let any outsiders into this holy chamber lest unbelievers defile the sanctuary. There is nothing of interest in here anyway.

B14-B18. Quarters of the Village Elders. These chambers are comfortably furnished but cramped to any nongnome or human-size person.

B14. Arvid Stonerift's Room. In addition to being a village elder, Arvid is Burrok's high priest. He is meticulous about his religious duties and has been praying to his deity fervently to end the earthquakes. Arvid doesn't understand the meaning of the quakes and sees them as some sort of a religious test. He thinks that if his faith is pure, the quakes will end, and thus saw no reason to call on outside help. Now that help has arrived, though, he views the PCs as the answer to his prayers.

Arvid Stonerift: AC 9; MV 9; C5; hp 30; THAC0 18; I 15, W 18, Ch 15; other statistics as per svirfneblin males, Arvid has a pair of *bracers of defense AC 2;* a *ring of protection +2,* and a *mace +2.* He carries no wealth save for his gold holy symbol, which is worth 250 gp.

Arvid commonly receives the following spells: *bless, cure light wounds* (×2), *protection from evil, purify food and drink, aid, know alignment, messenger, spiritual hammer, withdraw, cure disease,* and *dispel magic.* He also has a clerical spell scroll inscribed with two *heal* spells for use in emergencies.

B15. Gavin Wellharn's Room. Gavin is the youngest of the village elders, having been in the position only a week now (he is an emergency replacement for Xaivor Thunderrift, who was killed in the last earthquake). Gavin was chosen for the position due to his high wisdom and charisma. He is still settling into his new role and keeps quiet at council meetings. A rarity in deep gnome society, Gavin would have a full head of sandy blonde hair if he didn't shave his head every morning.

Gavin Wellharn: AC 2; MV 9; F2; hp 14; THAC0 19; W 15, Ch 16; other statistics as per svirfneblin males, below right. Gavin has a *footman's pick +1* and a suit of splinted mail, and wears a silver ring with a garnet (worth 400 gp).

B16. Scanthir Quellgond's Room. At first glance, Scanthir may seem a too hyperactive and mischievous to be a village elder, but his agility and wisdom are great indeed, and his advice is not taken lightly. His sense of humor is often appreciated at dull meetings, but just as often other gnomes of the village find him a bit too outlandish, even for a svirfneblin! The arrival of non-svirfneblin visitors in Burrok is one of Scanthir's favorite events, as he finds that surface dwellers tend to react with more belief to his illusions than do his fellow gnomes.

Scanthir Quellgond: AC 2; MV 9; I3; hp 8; THAC0 20; D 16, I 15, W 16, Ch 15; other statistics as per svirfneblin males, page XX. Scanthir has a *dagger +1, bracers of defense AC 4,* and two garnets worth 450 gp each. He commonly memorizes the following spells: *phantasmal force, spook, ventriloquism, invisibility,* and *mirror image.*

B17. Devon Stonerift's Room. Devon Stonerift is a middle-aged svirfneblin and rather tall for one of his race, standing 3'8" tall. He is a well-liked person and a notorious practical joker. Devon is also the foreman in charge of mining operations and has the key to the Burrok treasury (located deep in the mine) on his person at all times. A permanent layer of dust from the mines coats his armor and skin. Devon is Arvid's younger brother, and although the two of them are different, they are very close.

Devon Stonerift: AC 0; MV 9; F5; hp 55; THAC0 16 (14 with special darts); #AT 1 (2 with darts); S 18/59, D 15, C 18, Ch 17; other statistics as per svirfneblin males, right. He carries a *footman's pike +1,* a jar of *Keoghtom's ointment* with three doses left, and eight stun darts. He wears a suit of scale mail wherever he goes and owns 12 large gemstones (each with a base value of 500 gp).

B18. Ikyar Glittergem's Room. Ikyar has been on the village council for 68 years. For the last 55 years, he has been chief magistrate as well. He is 150 years old and something of a hero in Burrok, for he is the only gnome in the village who can boast of having slain an illithid. He as almost killed in the fight and still bears a circular scar on his forehead from a mind flayer tentacle. Ikyar is a rather friendly gnome, even to outsiders, but is ferociously protective and loyal to his village. His townsfolk trust him totally and will not hesitate for a second in following his orders. Ikyar will be the town's spokesman in dealing with the PCs.

Ikyar Glittergem: AC –1; MV 6; F6/I7; hp 44; THAC0 15; S 14, D 16, C 16, I 17, W 16, Ch 18; ML 15; other statistics as per svirfneblin males, below. Ikyar owns a suit of *plate mail +2,* a *footman's pick +3,* two potions (*extra-healing* and polymorph self), a scroll of *protection from magic,* and one dose of *dust of appearance.*

Ikyar commonly memorizes the following spells: *enlarge, feather fall, phantasmal force, sleep, spook, improved phantasmal force, invisibility, levitate, ray of enfeeblement, monster summoning I, spectral force, suggestion, Evard's black tentacles,* and *phantasmal killer.*

Council With the Village Elders

If the PCs arrive in Burrok without a svirfneblin escort, they pick one up as soon as they enter the town. Their escort leads them without delay to area B9 of the safehold, where the entire complement of village elders awaits. The escorts quickly leave as the PCs are seated at the council table. The village elders introduce themselves (see areas B14-B18), then Ikyar stands and addresses the party. Read or paraphrase the following to the players:

> "I welcome you brave folk to the humble town of Burrok, and on behalf of my people thank you gravely for agreeing to hear us out. This town and its people are in great danger. Recently, earthquakes have been plaguing our village, which is not known to rest anywhere near a fault line. These quakes started at rather low intensity but have been getting worse as time progresses. The last earthquake resulted in the death of two gnomes, one of whom was a village elder. Several others were injured. We have had to cease work in the mines, without which we will soon have no goods to trade for food and other necessities.

On Svirfnebli

Much like dwarves love metal, deep gnomes love precious jewels; their work is prized throughout the Underdark. Svirfnebli have a strong but dark sense of humor and harbor a deep resentment for all taller life forms, especially drow. Surface elves fascinate those svirfnebli who have seen only drow. Humans are tolerated and sometimes treated as near equals when their business is needed. But the deep gnomes are friendliest to those races closest to their own size.

The 3'-tall svirfnebli differ from their surface kin in many ways, but the most striking difference is in the dominance of males in deep gnome society. Due to the race's low birthrate, females are kept sheltered in their homes while the males work the mines or defend the village. (Most of the male inhabitants of Burrok mine gems and trade these stones for food and other necessities with nearby svirfneblin and dwarven enclaves.) The majority of svirfnebli are bald and, like dwarves and their beards, the deep gnomes are fiercely proud of this trait. It is a common svirfneblin custom to adorn their hairless scalps with colorful tattoos of all shapes and sizes.

The deep gnomes of Burrok have lived here for over 250 years. The villagers' stubbornness is legendary throughout the Underdark, and the notion of leaving Burrok for an earthquake-free area has not (and will not) cross their minds.

Unlike surface gnomes, all mature svirfnebli have had some training in magic. This training allows mature deep gnomes to perform the following spells once per day: *blindness, blur, change self.*

Svirfneblin males: AC 2; MV 9; HD 3+6; THAC0 17; #AT 1; Dmg by weapon type; SA spell ability, stun darts at +2; SD spell ability, save at +3, +2 vs. poison; ML 13; AL N(G); MC.

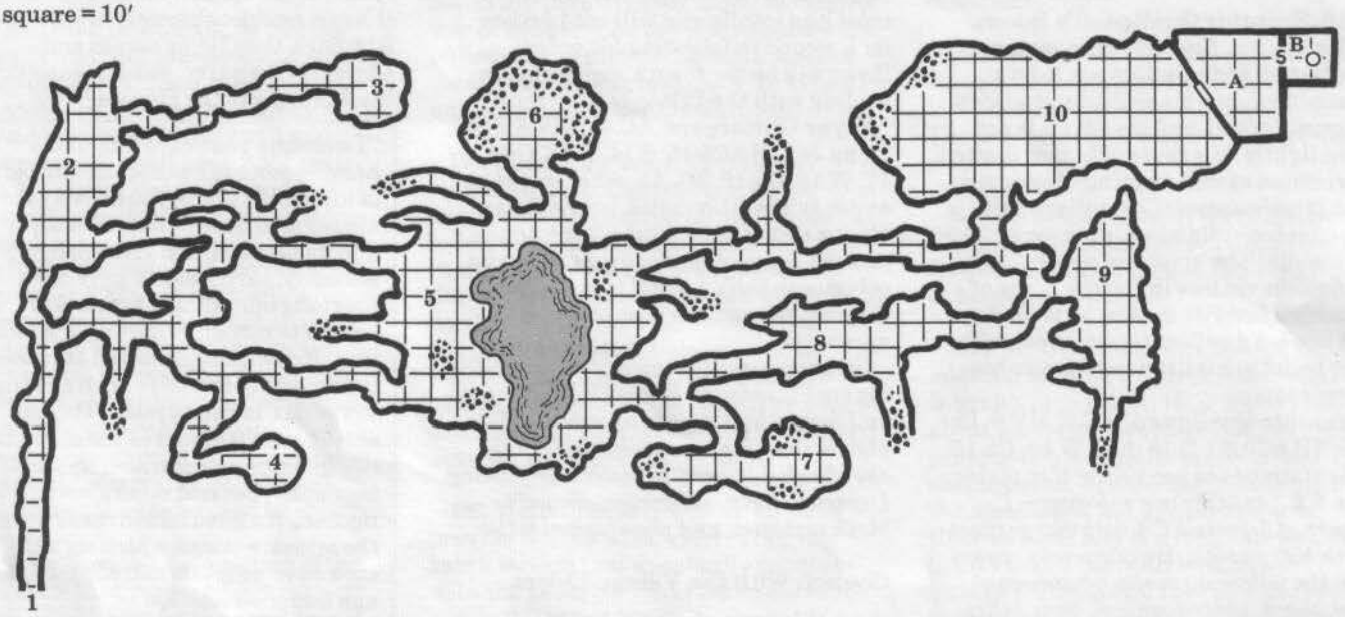
Svirfneblin females: AC 8; MV 9; HD 2+4; THAC0 17; #AT 1 (but unarmed); SD save at +3, +2 vs. poison; ML 13; AL N(G).

Svirfneblin young: AC 10; MV 6; HD ½; THAC0 nil; #AT nil; SD save at +3, +2 vs. poison; ML 8; AL N(G).

OUTPOST CAVERNS

Area C

1 square = 10′



"Our ancestors chose well when deciding Burrok's location. Seismic activity in this area is almost nil, so we should not be having these earthquake problems. Therefore, they must be caused by another force, a force that we may be able to stop. And I think we have discovered the cause.

"Our scouts, in their never-ending patrols of the nearby caverns and tunnels, have discovered an outpost of illithids—known as mind flayers to you surface folk—not far away. These illithids seem to have only recently settled in, for we have not had problems with their kind for years. The presence of the illithids was discovered by a group of six svirfnebli who were patrolling eight miles from Burrok when they were captured by a pair of the horrible creatures. The illithids slew two of the gnomes on the spot, then brought the other four back to their outpost, no doubt to enlist them as slaves or worse. But the illithids left their captives alone while they went off on some mysterious errand, and it was then that one of the patrol gnomes, who had been feigning unconsciousness, managed to escape with this news. Only three days later the earthquakes began.

"There is no doubt in my mind that the illithids are responsible for the earthquakes. They must intend to drive us from our homes so they can herd us into their slave pits to a fate worse than death.

"We are not powerful enough to openly oppose the illithids, but neither can we sit back and do nothing. We need a powerful, experienced group of adventurers, like yourselves, to travel to the illithid outpost and stop them by whatever means possible. There are no more than three illithids, and possibly a few of their servant creatures stationed at the outpost, certainly no match for a strong party like yourselves. Should you succeed in removing the earthquake threat, you will be rewarded generously with both our unending friendship as well as great wealth from our sapphire and garnet mines. What say you?"

Should the PCs decline to go on the quest, this will be a short adventure indeed. A few days after the PCs leave Burrok, there is a devastating earthquake that collapses the main cavern of the town, sealing all the gnomes into their homes to await a slow death by suffocation and starvation. About four weeks after the meeting with the village elders, the PCs hear rumors that the majestic mountain Needlespire is no more, replaced by a massive volcano.

If, however, the PCs agree to go on the quest, Ikyar and the other council members become greatly excited. They insist that the party leaves at once to travel to the illithid outpost. The svirfnebli can provide the PCs with enough food and drink for up to two weeks (ask the PCs how much they want), as well as any other common adventuring items and gear that the party requests. No magical items are available, however.

The illithid outpost (areas C and D on the main map) is located about nine miles from the town of Burrok. Ikyar Glittergem himself will accompany the PCs to the small network of caverns in which the outpost lies, moving at the gnomish movement rate of speed, but he

will go no farther than the entrance as he has to return to help run his village. This walk will take approximately seven and a half hours; don't forget to roll for random encounters. The deep gnomes will consent to let the party rest for about 10 hours before they set off, letting them sleep in area B10.

C. The Outpost Caverns. At the end of an eight-mile trek, the PCs find themselves standing before a small side passage going north. Ikyar announces that he can go no farther, but the illithid outpost lies beyond a few intermediate caverns and tunnels. When the PCs have finished their quest, they are to return to this point and wait for a svirfneblin patrol from Burrok to pick them up and guide them back to the village. If the PCs have not returned after three days, they will be given up as lost.

Use the Outpost Caverns map to keep track of the PCs. Every three turns, make a wandering monster check by rolling 1d8. A roll of 1 indicates that an encounter occurs. Roll 1d12 and consult the table below:

Outpost Caverns Random Encounters

1-5 1-4 wererats from area C9. They flee to warn the illithids of the party's presence.
6-9 1-4 illithids from the outpost (for statistics, see area C10). These illithids try to capture the PCs as detailed in area C10.
10-12 Roll on the Dry Tunnel Encounters table instead.

C1. Entrance to the Outpost Caves. This passageway provides access to a small network of caverns that have recently been put to use by the illithids of the nearby mind flayer outpost. Average ceiling height for the passageways is 8'; for the larger caves it is 12'-15' unless otherwise noted. These caves are damp, and in several passageways small streams crisscross the rough floor, running down toward the lowest area of the complex (area C5).

C2. Obliviax Lair. Unlike the rest of the caverns in this area, this one is almost bone dry. Black, wiry mold grows in large patches all over the floor, walls, and ceiling of this cave, muffling any sounds the PCs make. The whole cavern seems devoid of anything of interest to the PCs.

Growing on the wall next to the exit leading to area C3 is a solitary patch of memory moss. Brought here in a dormant spore stage months ago by an unknowing adventurer, this single patch of obliviax has managed to survive by stealing the memories of the odd fire beetle or wererat that comes in range of its power. It has not had any memories to eat for a while now and is very hungry, attacking the instant any sentient being comes within 60'. The obliviax blends in with the harmless mosses that grow throughout this cave, so discovering it could take quite some time unless spells such as *detect evil* are employed.

Obliviax (one patch): AC 10; MV nil; HD ¼; hp 2; THAC0 20; #AT nil; Dmg nil; SA steals memories, uses stolen spells; SD stolen spells; ML 9; AL NE; XP 35; MC.

C3. Russet Surprise. This cavern is covered floor to ceiling with a rust red fungus that seems to sway in a nonexistent breeze. Anyone coming within 3' of the entrance to this cave is affected by the russet mold's spores. There are 16 separate patches of this mold in all, each of which is about 10' square. There is nothing else of interest in this cave.

Russet mold (16 patches): AC 9; MV nil; HD nil; THAC0 15; #AT nil; Dmg nil; SA spores; SD immune to weapons, cold, fire; ML nil; AL N; XP nil; MC (mold).

C4. Gas Vent. Although this rubble-choked room may appear safe at first, it is actually filled with a colorless, odorless gas. This natural gas comes from toxic minerals deep underground. The recent earthquakes opened several small vents in the cave walls through which the gas slowly seeps into the cavern. Anyone who breaths this gas must save vs. poison or become very lethargic in 2-8 rounds. This lethargy lasts for 3-12 turns and affects the victim like a *slow* spell. *Neutralize poison* and similar magics can counter the effects of this poison gas, but by the time the poison takes effect, it may not be obvious that the victim has been poisoned. There is nothing else in this room, and the poison gas dissipates quickly beyond the confines of the cave.

C5. Great Cavern. The ceiling of this large cavern towers a full 110' above the floor at its highest point. Several streams wind over the uneven floor to gather in a large pool in the center of the cave. This pool is clear and only 8' deep at its deepest point. There is nothing else here except several piles of rubble brought down by the earthquakes.

C6. Unstable Cave. Of all the caves in the area, this one has been most affected by the quakes. Large piles of fresh rubble obscure the far wall, and great cracks run up the visible walls. Any loud noise, such as that produced by a *fireball,* is enough to bring down the ceiling, which will collapse totally with the next randomly generated earthquake in any event. Should the party be inside this cave at that time, all members will take 8d8 hp damage (save vs. petrification for half damage). Additionally, each PC must make a dexterity check on 5d6 to avoid being trapped beneath fallen rocks.

C7. Fungus Cave. This cavern is avoided by the other inhabitants of the caves due to the presence of several phycomids that lair here. The whole cave is dripping wet, and all sorts of other harmless fungi grow here, making the phycomids very difficult to spot until after they have attacked.

PCs who investigate this cavern notice a strange mound of fungi in the eastern end of the cave. Scraping away the fungi reveals a partially calcified drow skeleton. Most of the drow's equipment has long since rotted or rusted away, but one item of interest remains. Clutched in the drow's bony hand is an *iron flask,* its bronze seal still intact.

This drow stumbled into these caves about 30 years ago and was attacked by an ascomoid that laired here at the time. The poisoned drow died here before he had a chance to call on the being (a greater daemon) imprisoned in the flask. The ascomoid has since moved on, but the daemon remains in the flask.

The command word for the flask, "Sindari," is nowhere to be seen, and a *legend lore* type spell is needed to discover it. If the daemon is released, there is a 50% chance that it simply returns to its home plane if the command word is not spoken. The other 50% of the time it attacks at once, fighting to the death in a blind rage at having been imprisoned in the flask for so long.

Phycomids (5): AC 5; MV 3; HD 5; hp 30, 29, 22, 19, 15; THAC0 15: #AT 2; Dmg 3-6/3-6; SA infection; SD immune to mental attacks; ML 14; AL N(E); XP 975; MC (fungus).

Guardian daemon, greater: AC –1; MV 9, fly 9; HD 10; hp 68; THAC0 11; #AT 3; Dmg 1-10/1-12/1-12; SA breath weapon, *suggestion;* SD immune to *charm, hold, sleep, polymorph,* and *fear* spells; immune to fire and electricity; +2 or better weapon to hit; 25% magic resistance; ML 18; AL N(E); XP 11,000; MC.

C8. Muddy Cavern. The floor of this cavern is covered with a thick gray mud that slows all movement by half and negates benefits from high dexterity to armor classes for as long as the PCs are standing or walking in it.

C9. Wererat Lair. This large cave is damp and dark like the others and sports a wide range of fungoid life. The illithids in area C10 use this cavern to house their wererat slaves, nine of them in all. The wererats are lurking about the cavern in rat form. They shift to ratman form and attack as soon as they are detected. At least one of the wererats tries to escape to warn the illithids. Each wererat is armed with an old rusty long sword. They have no treasure except nine small pouches piled in a corner of the lair. Each ratman's pouch contains 2-12 sp.

Wererats (9): AC 6; MV 12; HD 3+1; hp 22 each; THAC0 17; #AT 1; Dmg by weapon type; SA surprise; SD hit only by silvered or magical weapons; ML 12; AL LE; XP 270; long swords; MC (lycanthrope).

C10. Illithid Guard Post. The interior of this huge cavern is barely lit by dimly glowing fungi that grow in sparse clumps on the ground. Several shallow pools dot the cave floor, and all sorts of white cave lizards scuttle harmlessly from one stone to the next. The domed ceiling is 150′ above the floor, which slopes upward toward the east at a very slight angle.

The illithids whom the gnomes believe are responsible for the earthquakes are in this cavern. The eastern end of the cave has been dug out and squared off by the mind flayers' mongrelman and wererat slaves. This small area serves as a guard "tower" of sorts for the larger outpost located below and east of these caverns. Three mind flayers are stationed here at all times to guard against intrusion into the main lair.

Illithids (3): AC 5; MV 12; HD 8+4; hp 55, 40, 39; THAC0 13; #AT 4; Dmg special; SA tentacle hit slays in 1-4 rounds, *mind blast, suggestion, charm monster/person;* SD *ESP, levitate, astral projection, plane shift,* 90% magic resistance; ML 15 + special; AL LE; XP 8,000.

The mind flayers instantly become aware of the party's intrusion into the chamber (thanks to their 35-yard *ESP* range) unless the PCs have somehow shielded their minds from observation. (Note that rock will shield the PCs from detection in most places, however.) In any case, the illithids automatically notice any light sources brought into the cave. There is also a strong possibility that the illithids have already been warned of the party's approach by their wererat servants (see area C9).

As soon as the illithids are aware of the party's presence in this cave, they call out to the PCs telepathically, declaring a truce and asking the adventurers to parlay on peaceful terms. The illithids will not attack unless attacked first, in which case they try to *charm* as many party members as possible. If all of the PCs are successfully *charmed,* the illithids *plane shift* with them to area D7, traveling through the Ethereal plane to do so. Once the group arrives at area D7, refer to the description of that area to see what happens next.

If some of the PCs are not *charmed,* the illithids again invite those who resisted to speak peacefully. They tell the PCs that they wish for the PCs to speak to their leader, and they suggest that it would be in the PCs' best interests and continued health to do so. If the PCs still fight, the illithids *mind blast* them until they are all stunned, at which time they are all taken to area D7 as detailed above. If the PCs manage to seriously wound the illithids, the mind flayers escape to the main outpost via *plane shifting.*

If the PCs agree to speak with the illithids, they are brought into area C10A. This talk will be short and to the point. The illithids, should they learn the PCs' mission in their caves, tell the party that the source of the earthquakes is a far more dangerous force that endangers all life under Needlespire. The illithids insist that the PCs must come with them, and the problem will be explained in detail. The illithids are vague about their destination, and knowing how adventurers generally react to mind flayers, the PCs might not agree to go with them. In this case, the illithids try their best to convince the PCs to come with them, resorting to the *mind blast* and *charm* techniques detailed above if all else fails.

If the PCs agree to go with the illithids to wherever they wish to take them, they are all *plane shifted* as detailed above and taken to area D7 for a conference with Akuloth, the illithid leader.

Should the PCs manage to slay or drive off the illithids, they can explore the two rooms in this eastern section of the guard post at their leisure. It will be 10-40 hours before another mind flayer from area D arrives to check on things.

C10A. Guard Post. This area is lit by dimly glowing spores and molds on the walls. The chamber bears chisel marks where the rough cave floors and walls were leveled out. The ceiling was left rough. The wall separating this area from the main cavern has many arrowslit-size openings in it. Three strange chairs are the only furnishings in this room. The chairs are constructed of various sizes of rib bones from different monsters and humanoids, and have been painted dark blue.

C10B. Entrance to the Main Outpost. The secret door to this room can be detected normally. This room is like the previous one in architectural features, but it is devoid of any furnishings. A circular pit, 4′ wide, links this room with the greater illithid outpost. This vertical tunnel is 200′ deep and has smooth, slippery walls (the illithids use *levitate* to descend through it, preferring to use *plane shift* only for long-distance travels). PCs descending this shaft find themselves in area D1 of the main outpost.

D. The Illithid Outpost. This small town was constructed about 25 years ago by the wererat and mongrelman slaves of the illithids. The illithids thought this to be an excellent outpost, as it was close enough to the surface to allow a base of operations for studying that area, but far enough from the world above to hide their location from prying eyes. The outpost is also strategically located near several svirfneblin, mongrelman, and duergar towns, giving the illithids a chance to spy on their undersize enemies while collecting an easy supply of both food and experimental stock.

In fact, the main goal of this outpost is to create an easily controlled race of slaves for the illithids. These slaves are

created by genetically altering captured svirfnebli, duergar, and other races (drow, kuo-toans, humans, etc.), although the results have been somewhat less than successful so far (for details, see areas D19 and D20). As soon as they succeed, the illithids intend to breed an army of these slaves, using them as assassins, laborers, and explorers in both the Underdark and the surface world.

The illithid outpost is home to 35 illithids and several dozen mongrelman and wererat slaves. The three ogre magi in the outpost act as security guards and tend to the slaves. The outpost is run by a powerful illithid named Akuloth. Akuloth is a ulitharid (meaning "enlightened one" when loosely translated into Common), an illithid with greater mental powers than the normal mind flayer. The ulitharids are the noble folk of the illithid race (see the sidebar on page 56 for full details). Also present in the outpost is a powerful beholder named Zhamthrul who serves as an advisor to Akuloth, and a traitorous drow named Alak Argith who acts as both informant and spy in addition to advisor for the outpost.

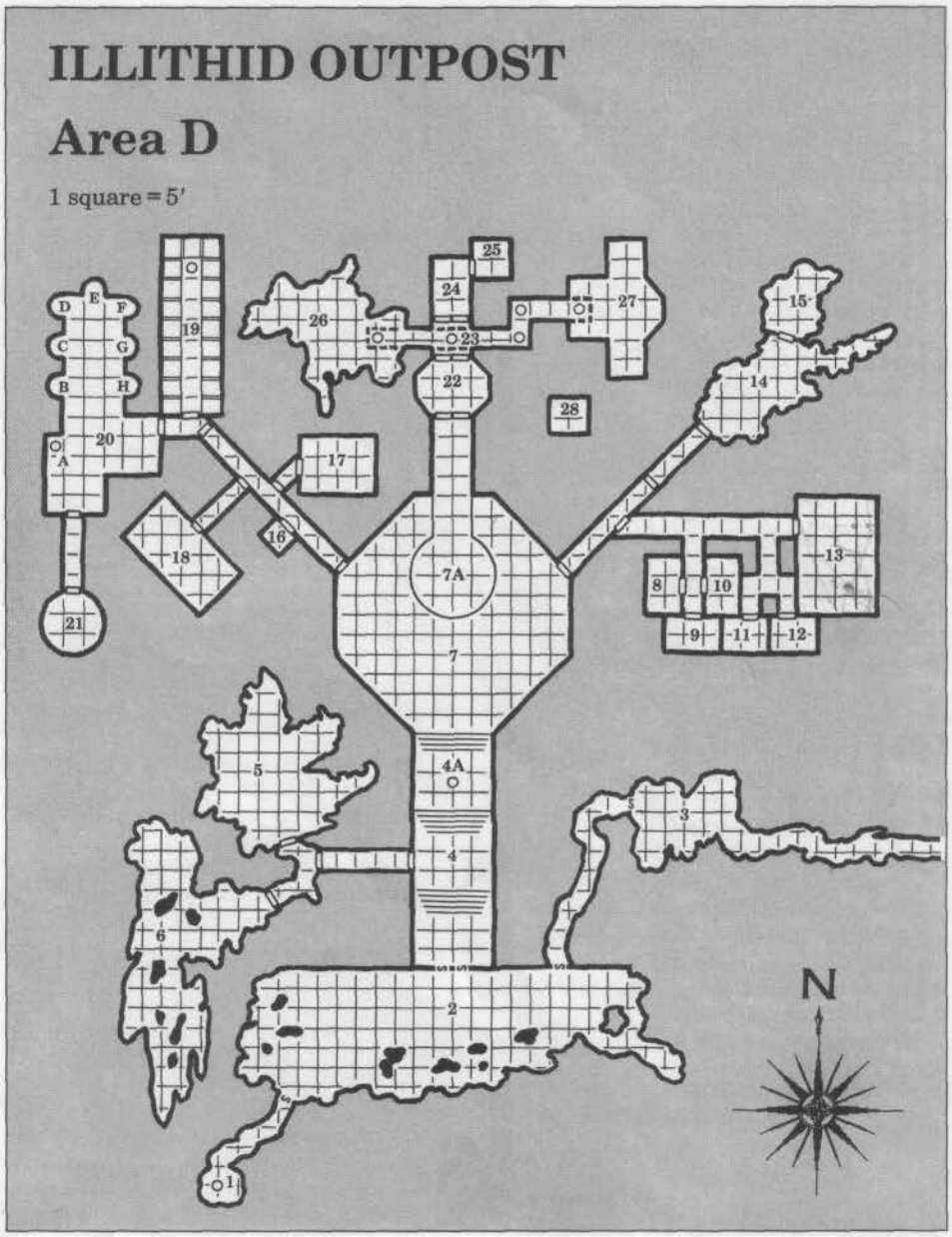
Unless otherwise stated, all illithids and wererats encountered in the outpost have the following statistics:

Illithids: AC 5; MV 12; HD 8+4; THAC0 13; #AT 4; Dmg special; SA *mind blast, suggestion, charm monster/person;* SD *ESP, levitate, astral projection, plane shift,* 90% magic resistance; ML 15 + special; AL LE; XP 8,000; MC (mind flayer).

Wererats: AC 6; MV 12; HD 3+1; THAC0 17; #AT 1; Dmg by weapon type; SA surprise; SD hit only by silver or magical weapons; ML 12; AL LE; XP 270; long swords; MC (lycanthrope).

The illithid outpost is composed of four quadrants centered on a great audience chamber. The southern quadrant (areas D2 to D6) serves as barracks for the illithids and their slaves. The eastern quadrant (areas D8-D15) contains guest rooms, barracks for the ogre magi, and storerooms of various sorts. The western quadrant (areas D16-D21) houses all the public areas of the complex, and the northern quadrant (areas D22-D28) houses the leaders of the outpost as well as the treasury.

Unless otherwise stated in the text, all passageways are 8′ tall, and all chambers are of unworked stone hung with stalactites in great numbers. The whole outpost is lit only by dimly glowing spores on the walls. Infravision works normally, but PCs with normal sight can see for only 10′ in those areas. Should the PCs request it, artificial light is available in the form of preserved fire beetle glands, but only one gland will be given to the party, as the illithids find even this amount of light distracting. Casting *light* or a similar spell invites death if the spell is not removed at once.



The PCs will arrive at the outpost in one of two states: invited or uninvited. If the PCs attacked the illithids in area C10, they will be met by a daunting force of illithids and their servants in area D2 (assuming that an illithid escaped to warn Akuloth). In any case, the PCs will sooner or later encounter more illithids. For more information, see the description of area D2.

The illithids again gently hint that the PCs' future health and well being will be served by speaking with their leader. If the PCs agree to speak with Akuloth, they are brought to area D7 of the outpost. The illithids who escort the party here quickly disappear, using their *plane shift* powers to return to their posts. The PCs are left alone in the

chamber for a moment, then the great double doors to the north open and Akuloth, escorted by Zhamthrul and Alak Argith, strides out onto the speaking platform and calls out to the PCs telepathically. Confident that the beholder will cow aggressive adventurers, Akuloth appears extremely confident and calm as he faces the PCs. Read or paraphrase the following to the players.

"Welcome to my outpost, brave adventurers. I am Akuloth, chief scientist and director of this small operation so far unseen by the eyes of sane surface folk. I thank you for seeing the cause to council with me and my advisors—and a dire and dreadful cause it is. I know of your mission to find a way to put an end to the geothermal disturbances so suddenly plaguing this area, and I know that you think we are the cause.

"Here I must inform you of your misconceptions. We have nothing to do with instigating these earthquakes. Indeed, we would wish to see them put to a stop just as would the svirfnebli. But unlike our unknowing, diminutive neighbors, we have done some research into the cause of the quakes, and we have found the source. The earthquakes are a threat to us as well, and we can provide you with valuable information about the cause if you so wish."

If the PCs do not want to talk with the ulitharid, they are politely asked to leave. If they do not comply, they are captured and imprisoned in area D19 to await a slow and horrible death. If the PCs do leave, they have no choice but to return to Burrok with news of their failure. They are tailed by a lone illithid with a *ring of invisibility.* Once Akuloth knows the exact location of the town of Burrok and the strength of its defenses, he sends a force of mind flayers and their servants to overrun the town for food and experimental stock. If the PCs do not return to Burrok, the spy reports back to Akuloth, and a force of six illithids is sent to find and recapture the PCs for food, insuring that they do not pass on the location of the outpost.

There is a third possibility as well. Should the PCs attack Akuloth, the ulitharid will raise the alarm, then attack alongside Zhamthrul and Alak, fighting until the PCs are all dead or the evil trio is badly wounded (in which case they attempt to flee to their chambers). In every round of combat after the alarm is raised (the alarm is a massive telepathic call to all the other illithids in the outpost), 2-8 illithids arrive to aid in battle until a total of 35 mind flayers have arrived.

If the PCs agree to hear what Akuloth has to say about the quakes, the ulitharid and Alak Argith bring the party to area D17. Zhamthrul comes along as well (his exceptionally small size for a beholder allows him to pass through the doorways). Once at area D17, Akuloth begins to inform the PCs about the draknor. This conversation should be role-played in large part, with Akuloth answering questions as he goes along. During the conversation, the mind flayer reveals the following information to the PCs:

—The source of the earthquakes is a distant cavern in which lairs a strange monster called a draknor.

—In order to mature to adulthood, a young draknor must absorb huge amounts of heat.

—The draknor is causing the earthquakes by tapping into pockets of magma deep underground. In sending its mile-long (or longer!) tentacles burrowing through the rock to reach the magma, it has weakened the rock structure itself. The molten rock is starting to build up pressure at an alarming rate. This is the cause of the earthquakes that will ultimately result in Needlespire's transformation into a full-fledged fiery volcano.

—The draknor must be slain in order to save the mind flayer outpost, the town of Burrok, and all of Needlespire. The illithids cannot slay the draknor themselves, so they have been forced to request outside help.

The PCs may have questions for Akuloth as well. The mind flayer will try to answer them as best it can but without giving away too much information about the outpost and its purposes. A few sample questions and answers follow:

Why can't the illithids kill the draknor themselves? Akuloth sees no reason to lie to the PCs about this. It informs them that the draknor is reputed to be unaffected by mental attacks of any sort. Akuloth even goes so far to say that any mental attacks directed at the draknor are reflected on the caster, thus the illithids' *mind blasts* and *charm monster* powers are useless. Without their mental attacks, the illithids are practically defenseless against the draknor, as their tentacles cannot reach the draknor's brain.

How do you know so much about this creature? Akuloth claims that he determined the origin of the earthquakes using simple geometry and physics, but as to his source of knowledge of the draknor itself, the ulitharid is rather cryptic, referring only to illithid libraries of sizes unimaginable to humans and their kin. (Akuloth consulted the libraries of its home city deep underground for the information, and is not about to tell the PCs of the existence of that city).

When will the volcano erupt? Akuloth is unsure of the exact date that the volcano will explode. It covers up this lapse in its knowledge by firmly stating that the mountain is due to erupt in only two weeks.

What exactly is the draknor? Akuloth knows a great deal about this creature but not nearly everything. The DM can inform the PCs about the creature in as much depth as he wishes, using the information in the description of the draknor at the end of this adventure. Akuloth knows virtually nothing about the draknor's attacks and defenses aside from its resistance to mental attacks. Neither does the mind flayer know much about the monster's origins, although it does know that the creature is rumored to hail from the para-elemental plane of Magma. Some of Akuloth's information may be incorrect as well. Not even the libraries of the illithids are omniscient, although the illithids would have outsiders believe so.

After this conference is over, Akuloth allows the PCs to rest in the outpost guest rooms (areas D8-D10) for approximately 12 hours. The PCs will not be let out of this area for the duration. Hodikal the ogre mage and two wererats stand guard at the end of the corridor. If the PCs do not comply, they are either sent on their way to the draknor's lair, imprisoned, or killed, depending on their actions at the time.

After 12 hours, Akuloth and his advisors escort the PCs to area D3. Once there, they are met by Ensaril Garvid, the wererat mage (see area D6 for details). Ensaril will be the party's guide through the tunnels of the Underdark, leading them to the draknor. She will not lead the PCs astray until after she is sure that the draknor is dead. At that time, she has orders to attack the party with the intent of critically disabling them, if not killing them all, so that the illithid outpost can remain a secret.

Akuloth tells the PCs that they will be rewarded upon their return with their choice of items from the outpost treasury. In addition, it promises to leave the town of Burrok alone. Of course, these are all lies. It does not expect the PCs to return at all. For information on what happens to the PCs after they slay the draknor, see "Concluding the Adventure."

Random Encounters in the Outpost

In addition to set encounters in the outpost, there is a chance of random encounters as well. Roll 1d10 every turn. If the result is a 1, an encounter occurs. Roll 1d20 and consult the table below:

1-6: **Illithids** (1-6) returning to their rooms after a day's experimentations.
7-10: **Ogre magi** (1-3; see area D13).
11-14: **Ensaril** and 1-4 **wererats** (see area D6).
15: **Escaped slave** from area D19.
16-17: **Akuloth** and 1-2 of his advisors on a routine check of the outpost.
18: **Akuloth** consulting with 1-4 **illithids.**
19: **Gallesh-N'Kra** (see area D19U) out looking for an escaped slave from the pits.
20: A small **tremor** shakes the outpost. Loose items may fall, as will any PC who does not make a dexterity check (taking only 1 hp damage).

It is up to the DM to add detail to each of the above encounters, taking into account the PCs' current situation.

Encounter Areas in the Outpost

D1. The Way Up. This small cave is unremarkable except for a circular hole in the ceiling. Ths vertical tunnel goes up 200' hole goes up 200' to area C10B of the outpost caverns. For more information, see the description of that area.

D2. Great Cavern. The floor of this cave is polished and smooth, as is the north wall. The illithids have posted seven wererats here as guards. If the PCs enter the cavern without an illithid guide, one wererat ducks inside the outpost to warn the illithids. The others face the intruders, prepared to fight to the death. However, they first order the PCs to come with them to speak with Akuloth; refusal means a fight. In case of battle, reinforcements arrive in 1-4 rounds, in the form of 1-6 illithids and 2-8 wererats per round to stop the PCs (see area D for statistics). The ogre magi (from area D13) arrive in round six. Akuloth and his advisors arrive at any time chosen by the DM, although they will flee to their chambers if the going gets rough.

Wererats (7): hp 18 each; statistics as per area D.

D3. Guard Post. The tunnel going east from this irregularly shaped cave provides another exit into the wilds of the Underdark, and is the path that the PCs will take to the draknor. To prevent intrusions into the outpost from this tunnel, the illithids have stationed a small pack of wererats here (in addition to those stationed in area D6). The cave seems to be nothing more than a normal wererat lair, as the entrance to the illithid outpost is well hidden. The five wererats here will fight to the death

against any intruders not escorted by illithids. They have secreted 45 gp and a small emerald worth 1,500 gp in the rubble scattered around the cavern.

Wererats (5): hp 15 each; statistics as per area D.

D4. Great Hall. This large hallway is empty and plain. A door to the west provides access to the mongrelman and wererat pens (double the normal chance of an encounter with those creatures here), but otherwise there is nothing unusual about this area.

D4A. Illithid Barracks. There is a 5'-diameter hole in the ceiling here. Above the hole, a shaft goes straight up for 300'. Side tunnels in the shaft walls open into small caves that serve as barracks for the illithid population of the outpost. There are 34 caves in all (Gallesh-N'kra, the 35th illithid, lives in area D19). At any time, each room has a 50% chance to be occupied by an illithid. Each cave is adequately furnished for a comfortable life; details must be filled in by the DM. Each cave contains type S treasure 25% of the time.

D5. Mongrelman Pen. This large cave houses the illithids' mongrelman slaves. These mongrelmen are used for soldiers in times of war and, more often, for basic hard labor. They rarely get to see the rest of the outpost, as this door is kept locked. These mongrelmen are very passive and harbor no thoughts of escape until the day the outpost is empty of all other life. There is no treasure here, and the place smells awful.

Mongrelmen (28): AC 5; MV 9; HD 1; THAC0 19; #AT 1; Dmg 1-4; SA nil; SD camouflage, mimicry; ML 12; AL LN; XP 35; MC.

D6. Wererat Lair. This cavern is also kept locked, but Ensaril Garvid, the leader of the wererats, has the keys. She regulates where each of the wererats is stationed and is the only wererat allowed free run of the outpost. The other wererats enjoy the free room and board and thus have no feelings of resentment toward the illithids.

The southern half of this cave has a very low ceiling (only 1' off the ground), making going tough if not impossible for humans and their kin. The 2-8 wererats that lair within do not have this problem, however.

Wererats (2-8): hp 17 each; statistics as per area D.

There is a 35% chance Ensaril is present in addition to the other wererats. She has made a large nest for herself in the southernmost section of the cave, where she hides her treasures when she cannot carry them: a 950-gp gold ring, a 450-gp garnet, a potion of *fish control,* a *ring of protection +3,* a *dagger +2,* and her most prized possession, a wizard spell scroll written at the 18th level of use with the following spells on it: *rope trick, gust of wind, improved invisibility, Mordenkainen's faithful hound, forcecage, Otiluke's freezing sphere,* and *Mordenkainen's disjunction.* Although she carries all of her other items with her, Ensaril never carries this last scroll unless she has to leave the outpost. Not even Akuloth knows that she has it, and she would like it to stay that way. The scroll is hidden in a tube in a small depression under a boulder in her nest. Ensaril's spell books contain all of the spells she commonly memorizes plus the following: *read magic, haste, fire charm.*

Ensaril Garvid, wererat mage: AC 5 with ring (3 as wererat with ring); MV 12; M9 (HD 3+1); hp 20; THAC0 18 (17); #AT 1; Dmg by spell or weapon type; SA spells and magical items (surprise); SD spells (hit only by silver or magical weapons); D 16, I 18, Ch 16; ML 12; AL LE; XP 975; MC (lycanthrope). Statistics in parentheses are for her ratman form.

Ensaril commonly memorizes the following spells: *burning hands, enlarge, magic missile, shield, ESP, Melf's acid arrow, strength, blink, lightning bolt, slow, polymorph other, wall of fire, telekinesis.*

Ensaril poses as human around the PCs, leading them to believe that she is a powerful mage assistant to Akuloth. In her human form she is a rather attractive young lady, standing about 5½' tall. She is brave but not foolhardy and will betray her illithid superiors only in a life-or-death situation.

D7. Audience Chamber. If the PCs are escorted into the outpost to parlay, they are brought directly to this chamber. Random encounters occur twice as often here, as it is at the center of outpost activity. The ceiling is 35' high, and the whole chamber is bare except for a huge circular platform and a ramp leading north down a corridor to a pair of double doors. This platform is detailed in area D7A.

D7A. Platform. Akuloth, Zhamthrul, and Alak have no trouble *levitating* up and down from this 8'-high platform, but PCs who cannot perform similar feats must climb the smooth, slippery sides to reach this area and those beyond. Anyone who falls off this platform can avoid 1-3 hp damage by making a successful dexterity check. In addition, a razor-sharp band of metal runs around the edge of the platform, causing 1 hp damage to anyone who climbs over it. The band is also poisoned with type O poison (see page 73 of the 2nd Edition *DMG* for details).

D8-D10. Guest Rooms. The illithids use these rooms to house visitors (such as other illithids and the PCs). These chambers are not large but are lavishly furnished. The only random encounters that take place here are earthquakes.

D11-D12. Storerooms. These rooms store miscellaneous items needed in the outpost: mongrelman and wererat food, extra clothing, laboratory equipment, fire beetle glands, etc. The DM should stock these rooms as he sees fit.

D13. Ogre Magi Chambers. This large room with a 15'-high ceiling serves as the lair for three ogre magi, the "police force" of the outpost. The chamber is richly furnished, with all of the furniture sized for ogres. The three ogres are very territorial and tolerate no intrusion into their chamber by anyone other than Akuloth or his advisors. The three ogre magi are allowed to keep a small amount of treasure to play with in their free time. They keep their stashes hidden in sacks under their beds.

The first ogre magi (41 hp) is named Hodikal. A huge, hulking brute, he is also the least intelligent of the three, having only average intelligence. He carries a spiked club like his fellows and has a reputation for being careless in his duties. He is fond of wrestling and changes shape into a barbarian.

The second ogre magi (27 hp) is named Wikaz. Arrogant and proud, he lets the other two ogre magi settle problems, stepping in only if necessary. His insensitive traits have incited many fights with Hodikal, and the two are constantly arguing. Like Hodikal, Wikaz uses a barbarian's shape when possible.

The third ogre magi (13 hp) is named Sagaran. A sickly, scrawny creature, he stands only 8' tall. Although not as

strong as a normal ogre, he is much more intelligent than his brothers, and he can talk his way out of almost anything. His heightened intelligence allows him to hurl up to three *cones of cold* per day. He takes a wizard's shape when he can.

Ogre magi (3): AC 4; MV 9, fly 15; HD 5+2; hp 41, 27, 13; THAC0 15; #AT 1; Dmg 1-12 (1-10 for Sagaran); SA *darkness 10' radius, charm person, sleep, cone of cold;* SD *invisibility, polymorph self* into humanoid form, *gaseous form,* regenerate 1 hp per round; ML 14; AL LE; XP 420; MC (ogre). Each ogre magi has 2-24 gp, 1-2 gems, and a 50% chance of having one potion.

D14. Food Storage. The doorway to this large cavern is locked with a large padlock. This area is used to store food for the illithids. Several dozen bodies, most of them duergar, are stacked in neat piles throughout the cave. A small vat of rot grubs (special treats!) sits in the corner. The corpses are kept fresh and the grubs less hungry by the chilling presence of three ice toads that have been *charmed* by Akuloth into living here. They will not eat the corpses but do attack any intruder other than an illithid, beholder, or drow, fighting to the death. The temperature of this cave is 28°, well below freezing. The toads have no treasure.

Ice toads (3): AC 4; MV 9, hop 9; HD 5; hp 26 each; THAC0 15; #AT 1; Dmg 3-12; SA radiate cold; ML 11; AL N; XP 420; MC (toad, giant).

Rot grubs (85): AC 9; MV 1; HD 1 hp each; THAC0 nil; #AT nil; Dmg nil; SA burrow into flesh; ML 5; AL N; XP 15; MC.

D15. Midden. The doorway here opens 20' above the floor of the cave beyond, although this is not apparent at first. Trash and refuse fill the cave almost up to the door's level. In contrast to the last room, this area is hot and stuffy as well as very foul smelling. Whenever the door is opened, the hot air condenses to form a cloud of fog in the doorway. Those unaware of the refuse beyond may walk right into it. Any who do this must roll under their dexterity score on 1d20 to get out of the pit. A saving throw vs. poison is needed in any case. If the save fails, the PC becomes nauseated and fights at a –2 penalty for 2-8 rounds after leaving the room.

In addition to all this, a large neo-otyugh lives here. This monster was placed here to keep the trash level under control. It attacks any who enter its lair, fighting to the death. If the PCs take six man-turns to thoroughly search the pit, they can find the following two items overlooked by the illithids: a ruby worth 8,000 gp and a *ring of water elemental command.* Until the owner of this ring slays a being from the elemental plane of Water, the ring functions as a *ring of water walking.*

Neo-otyugh: AC 0; MV 6; HD 12; hp 77; THAC0 9; #AT 3; Dmg 2-12/2-12/1-3; SA grab, disease; SD never surprised; ML 17; AL N; XP 5,000; MC (otyugh).

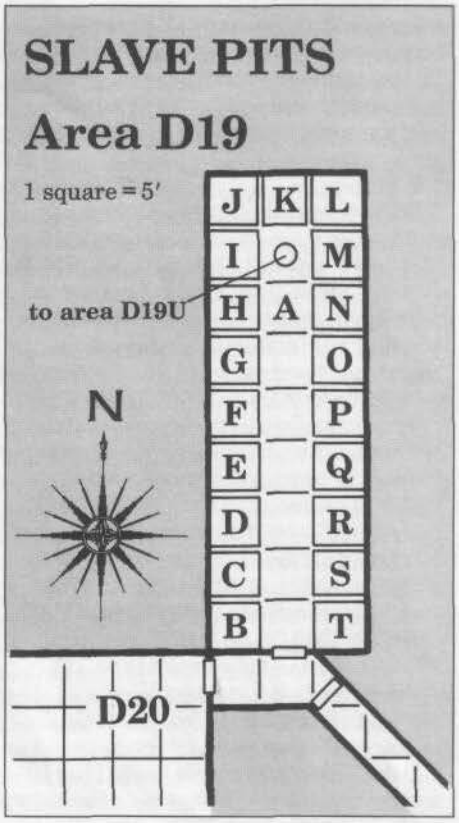
D16. Cistern. This small room contains a 40'-deep well that taps into an underground river. There is nothing of any interest here, and the DM must determine where the river leads should the PCs wish to explore it.

D17. Conference Room. This comfortable sitting room is used by Akuloth and its advisors to meet with outsiders to the outpost. The only furnishings in this room are a large table and 10 chairs.

D18. Library. The outpost's library is run by an illithid named Dal-Kashrii, who can be found here 75% of the time. The rest of the time the room is locked. The books shelved here possess a wealth of information on the Underdark. The DM can use this library to inform the PCs of any specific details on the Underdark he wishes them to know.

Dal-Kashrii's desk is located at the southeast end of the room. Standing beside it are several cabinets, all locked, that contain notes on the results of experiments performed in area D20. The desk is cluttered with papers and writing instruments of strange design. In a bottom drawer, which is locked with a padlock, are two magical books found on the body of a drow mage slain by an illithid. Akuloth had these books taken to the library for Dal-Kashrii to examine, but the mind flayer librarian has not had time to do so yet. The first book is a metal-bound *manual of creating stone golems,* and the second is a nine-page *book of infinite spells.* It is up to the DM to determine what spells are contained therein.

Dal-Kashrii (illithid): hp 40; see page 49 for complete statistics. Dal-Kashrii is both the chief scribe and librarian of the outpost, responsible for recording the results of all the experiments done here.



It is compulsive about its job and will be encountered outside the library or laboratory only when it needs food or wants to speak with Akuloth. A yellow stripe zigzags across its forehead, a symbol all illithid scribes wear. It will not tolerate human intrusions into its library, and anyone who touches or damages its books will suffer its wrath.

D19. Slave Pits. Refer to the detail map above when running encounters here.

The various creatures that the illithids do not kill are dumped into these pits to await experimentation. This room consists of a 5'-wide walkway surrounded by 20'-deep pits. The smell here is bad, and the air is filled with the moans of the prisoners. Each area of the pits is described below.

D19A. A 4'-diameter shaft goes straight up for 30' before ending in a trapdoor, normally closed and locked. The trapdoor opens into area D19U (not on the map).

D19B-T. Each of these pits is 20' deep. The walls are polished smooth to dis-

courage climbing, and the edges are trapped with sharpened, poisoned bands. To determine the type of demoralized prisoners in each pit, roll 1d20 and consult the table below:

1-6: Pit empty.
7-12: **Svirfnebli** (2-8); ML 6; for statistics, see page 45).
13-14: **Duergar** (2-5): AC 10; MV 6; HD 1+2; THAC0 19; #AT 1; Dmg by weapon type (unarmed); SA *enlargement;* SD *invisibility;* immune to poison, paralysis, and illusion; save at +4; ML 6; AL LE(N); MC (dwarf, duergar). Due to their powers and immunities, these duergar are all tightly bound with rope.
15-18: **Dwarves** (2-5) AC 10; MV 6; HD 1; THAC0 19; #AT 1; Dmg by weapon type (unarmed); SD saving throw bonuses; ML 6; AL LG; MC.
19-20: **Troglodytes** (1-6): AC 5; MV 12; HD 2; THAC0 19; #AT 3 or 1; Dmg 1-2/1-2/2-5 or by weapon type (unarmed); SA stench; SD camouflage; ML 6; AL CE; MC.

D19U. Slavemaster's Lair. This 10'-square chamber (not shown on the maps) is the lair of Gallesh N'kra, the illithid in charge of the slave pits. When a slave is needed for experimentation, Gallesh *levitates* the needed slave out of his pit. Gallesh is usually in this room, either meditating or counting its treasure. Under its bed, the mind flayer has hidden a large stash of treasure that it stole from the slaves. This treasure consists of 700 gp, a 5,000-gp wrought platinum brooch, four randomly determined scrolls, and a potion of *super-heroism.*

Gallesh N'kra: hp 48; see page 49 for full statistics. Gallesh totally enjoys its job. It is exceptionally greedy for an illithid and has stolen much treasure from the slaves rather than handing it over to Akuloth for the treasury.

D20. Laboratory. This large chamber doubles as a laboratory and torture chamber for the illithids. Tables, sinks, and shelves fill the room. There are 0-4 (1d6 –2) illithids present at any time conducting experiments. These illithids fight intruders until reduced to 15 hp or less, at which time they flee.

Several cages hang from the ceiling. Some are empty; others contain a bizarre variety of mutated svirfnebli, duergar, and dwarves. Each of these poor wretches is the result of a failed experiment. Some have had skin and limb grafts, while others are breed mutants (see area D21 for information on how the illithids breed their mutants). All of these beings should be treated as per their original stock, but none can attack and each has only 1 hp.

The illithids are trying to create the perfect warrior-slaves, and the creatures in the cages are a far cry from their expectations. These results are kept in the hanging cages until they die, on the off chance that one may improve its condition. The dead are thrown into the pit at area D20A. In addition to the other items in this room (which the DM should fill out as needed), there are eight areas of interest described below.

D20A. Pit. This pit is 80' deep and opens into a large spherical cave half filled with the carcasses of failed experiments. The cave is 40' across and contains nothing of interest.

D20B-D20D. Alcoves. These alcoves, currently empty, are used to house the more promising experiments.

D20E. Mascot. This alcove contains a large glass terrarium about 4' square. Inside is a small, swampy ecosystem that houses a lone muckdweller that one illithid found while visiting a parallel Prime Material plane. The illithids keep the muckdweller as a sort of mascot, and it is very adept at disposing of unwanted body parts that turn up during experiments. If set free, it attacks anything that moves, fighting to the death.

Muckdweller: AC 6; MV 3, swim 12; HD ½; hp 4; THAC0 20; #AT 1; Dmg 1-2; SA water jet; ML 10; AL LE; XP 15; MC.

D20F. Corpse. This alcove contains nothing but a long-dead corpse of a drow elf, the body of the ghost in area D21.

D20G. Troll. Chained to the walls of this alcove is a very irate troll. The illithids are intrigued by trollish regeneration and would very much like to have its secrets for their experiments. They have had no luck so far. This troll is used for research and dissection, as it simply regenerates whenever the operations are done. If set free, it attacks illithids before any others, as it hates them so much.

Troll: AC 4; MV 12; HD 6+6; hp 29; THAC0 15; #AT 3; Dmg 5-8/5-8/6-12; SA strength, attack multiple targets; SD regeneration; ML 14; AL CE; XP 1,400; MC.

D20H. Mutant. This alcove contains the closest result to the perfect soldier that the illithids have yet developed, but it is still far from complete. The creature is being kept as a guide for similar creations. Chained to the alcove is what was once a svirfneblin. It now has a large misshapen head with five protruding eyes set around the circumference. Its jaws are wide, stretching from ear to ear, and filled with sharp fangs. The rest of its muscular body appears scaly but otherwise unchanged. This creation would suit the mind flayers well, but its eyes are even more sensitive to sunlight than illithid eyes, and its mind is so warped that it cannot be mentally controlled. If set free, it goes into a fury of attacks, not stopping until dead.

Svirfneblin mutant: AC 6; MV 6; HD 2+3; hp 16; THAC0 19; #AT 1 bite; Dmg 2-8; SD never surprised; ML 19; AL N; XP 120.

D21. Ghost Pen. This chamber is one of the great triumphs of the illithid outpost. The doors to this room are locked, but both can be unlocked by a pair of levers next to the southern door in area D20. This room is not only round, it is spherical. The doors open halfway up the side of the sphere. The walls are plated with a specially treated form of ethereal lead, the result of years of research in the greatest illithid cities. This lead appears normal, but it extends into the Ethereal plane and blocks all scrying or similar efforts. It also hinders the travel of ghosts and similar creatures, and the illithids have put this property to use.

Using their genius to its greatest extent, the mind flayers have imprisoned a captured drow's ghost in this room. The ghost's body can be found in an alcove in the laboratory (area D20F). As long as the body remains unburied, the ghost remains in existence. Due to the ethereal lead plating, it cannot escape this room on either the Ethereal or Prime Material planes.

The ghost is used by the illithids to speed along their experiments, about half of which involve crossbreeding slaves or altering their innate structure. In order to age the mutant offspring to a mature age (to see if they are suitable soldiers), the illithids expose these babies to the ghost. As soon as the babies have aged enough, they are removed and

studied. To minimize the danger to themselves, the illithids use *charmed* slaves for all close-quarters work with the ghost. Should the ghost *magic jar* a slave or subject, the victim is killed and the ghost is expelled back into the chamber.

There is no treasure here except for the ethereal lead, which brings a price of 30 gp per pound. There are approximately 10,000 lbs. of lead here, but removing and transporting it should be an adventure in itself!

Ghost: AC 0 or 8; MV 9; HD 10; hp 61; THAC0 11; #AT 1; Dmg age 10-40 years; SA aging, fear, *magic jar;* SD go ethereal, half damage from silver weapons, no damage from normal weapons; ML special; AL LE; XP 7,000; MC.

D22. Guardroom. In order to prevent unwanted intrusions into this area of the outpost, Akuloth *charmed* two umber hulks to guard this room. The hulks attack any intruders who don't make the correct sign (arms outstretched with palms outward), fighting to the death.

Umber hulks (2): AC 2; MV 6, burrow 1-6; HD 8+8; hp 65, 50; THAC0 13; #AT 3; Dmg 3-12/3-12/1-10; SA confusion; ML 13; AL CE; XP 4,000; MC.

D23. Foyer. The pair of double doors set in the north wall of this 10'-square room provides access to Alak Argith's chambers. These doors are locked at all times. A 4'-wide hole in the ceiling goes up 30' into a hallway running east and west. To the west, the hall ends at another hole going up 40' into Zhamthrul's lair. To the east, the passageway ends at a shaft going up for 30', then running north to another shaft that goes up another 30'. After this, the passageway turns to the east again, only to end at a third shaft going up 50' into Akuloth's lair. Several shriekers grow at strategic points in this three-dimensional hall, one placed every 10' in the horizontal sections of the hallway. These shriekers will alert the occupants of the upper chambers of intrusions (if the ulitharid and the beholder are at home).

Shriekers: AC 7; MV 1; HD 3; hp 24 each; THAC0 17; #AT nil; Dmg nil; SD noise; ML 12; AL N; XP 120; MC (fungus).

D24-D25. Alak Argith's Chambers. Akuloth's third in command, the drow fighter/thief Alak Argith, lives here. Area D24 serves as his study and exercise chamber, while area D25 is his bedroom. The only items of interest here are on Alak's person.

Alak Argith, drow: AC –1; MV 12; F9/T5; hp 67; THAC0 12; #AT 3/2; Dmg by weapon type; SA thieving skills, backstab ×4; *darkness;* SD magic resistance 68%, *levitate, faerie fire, dancing lights, know alignment, detect magic,* save at +2; S 15, D 17, C 15, W 16; ML 14; AL CE; XP 6500. Alak possess a *two-handed sword +4,* a *dagger +1,* a suit of *chain mail +1,* and a *buckler +1,* all of drowish origin. He also has a potion of *healing,* a potion of *growth,* and a necklace made of silver and platinum (worth 2,500 gp).

Alak Argith was exiled from his home city years ago for attempting to trade wartime secrets with a clan of illithids in return for various favors. Actually, his exile was self chosen; if his fellow drow had had their way, Alak would be dead now. Not long after he fled his home city, he was captured by a band of illithids led by Akuloth. In return for promising to serve Akuloth as a spy and informant, his life was spared. When Akuloth and its minions created this outpost, Alak was kept imprisoned for months in these two rooms and subjected to intense psychological manipulation by the illithids. Alak is now an unquestioning, but unknowing, slave/advisor for Akuloth; he couldn't escape if he wanted to.

D26. Zhamthrul's Lair. This large, unfinished cavern has been the beholder Zhamthrul's lair for decades, since before this outpost was built. Zhamthrul is in this room 85% of the time. It has planned several defenses for its lair, all of which revolve around its eye rays. Stacked near the shaft entrance is a pile of javelin-size stalactites. Each round during combat, Zhamthrul uses *telekinesis* to launch 2-8 of these stalactites at a PC, doing damage as a javelin (1-6/1-6) for each one that hits. It enjoys using its *charm* powers to their full extent and will try to stop any planned and organized attacks with *sleep, slow,* and *fear* powers. Any who enter this cave are in range of the anti-magic ray.

Zhamthrul reserves its most devastating eye rays for emergencies, and it prefers to keep at least 40' between its attackers and itself. This is usually accomplished by hovering inches from this cave's ceiling, which rises 80' above the floor. As a last resort, it may try to set off a cave-in over the party by *disintegrating* sections of the ceiling, but this has a 15% chance to collapse the entire roof, so the beholder is hesitant about doing this. Anyone hit by falling rock takes 8d6 hp damage (save vs. petrification for half damage).

All of Zhamthrul's treasure is stashed in a small cleft in the south wall about 55' above the ground. This cleft can't be seen from ground level. Inside this alcove are 200 ep, 100 pp, a rotted leather sack containing 10 uncut garnets (base value of 500 gp cut, 100 gp otherwise), a rotted wooden rack containing seven randomly determined potions (four of them are spoiled and are either poisonous or *delusionary),* and a *wand of conjuration* with 29 charges left.

Zhamthrul, beholder: AC 0/2/7; MV fly 3; HD 14; hp body 42, central eye 21; THAC0 7; #AT 1; Dmg 2-8; SA magic; SD anti-magic ray; ML 18; AL LE; XP 14,000.

Zhamthrul is 3' in diameter, small for a beholder. This doesn't affect its statistics, though. It met Akuloth when the ulitharid stumbled across this cave 25 years ago. The two powerful creatures quickly allied with one another, and the illithid outpost was built around this cave. In return for the added protection, Zhamthrul has agreed to act as an advisor for Akuloth. The beholder is as sadistic as beholders come and uses *cause serious wounds* and *telekinesis* powers to torture prisoners in its free time. Zhamthrul will not give its life for Akuloth, although it will not betray the ulitharid without exceptional cause.

D27. Akuloth's Chambers. This chamber is perhaps the most lavishly furnished of any in the outpost. Most of the items in here are of alien design and look bizarre to those from the surface (a bed shaped like a pulsating brain, a chair in the shape of a drowish skull with several spikes, carpets of harmless preserved yellow mold, etc.).

There are several items of value in here, although not all of them are easily recognizable. Sitting on a desk made of umber hulk armor plates is a delicate balance with finely measured weights. This balance is fashioned of aboleth bones, and the weights are each made of a different form of rare metal. As a whole, the set could bring up to 5,000 gp from a collector. Sitting next to the balance is a kuo-toan flute fashioned of polished quartz and containing several hollows filled with different colored water. This instrument could bring 2,000 gp from a bard. Sitting against one wall near the bed is a 200-lb. stone tablet that depicts a masterfully rendered underground city; it is worth 1,800 gp.

Ulitharid (Noble Illithid)
CLIMATE/TERRAIN: *Any subterranean*
FREQUENCY: *Very rare*
ORGANIZATION: *Community*
ACTIVITY CYCLE: *Any*
DIET: *Carnivore (brains)*
INTELLIGENCE: *Supra-genius (19-20)*
TREASURE: *S,T,Z (D)*
ALIGNMENT: *Lawful evil*
NO. APPEARING: *1*
ARMOR CLASS: *3*
MOVEMENT: *12*
HIT DICE: *11+8*
THAC0: *9*
NO. OF ATTACKS: *6*
DAMAGE/ATTACK: *Special*
SPECIAL ATTACKS: *Spell abilities, mind blast*
SPECIAL DEFENSES: *Spell abilities*
MAGIC RESISTANCE: *95%*
SIZE: *L (7½' tall)*
MORALE: *Champion (16)*
XP VALUE: *11,000*

Ulitharids tower over their lesser kin, standing 7½' tall. They are colored similarly to but are darker than normal mind flayers.

Combat: Ulitharids have six faceted tentacles that are much stronger than those of normal illithids and take only 1-3 rounds to reach a victim's brain. An ulitharid's *mind blast* is also much more deadly; although it has the same area of effect as a normal *mind blast*, any who do not save vs. spells at –4 become *feeble-minded* as per the fifth-level mage spell. Ulitharids also have the following spell-like powers in addition to those that normal illithids possess: *telekinesis, forget, eyebite, true seeing, legend lore.* All these abilities are at the 10th level of use, and all saving throws against them are at –4. Ulitharids can also heal up to 25 hp of personal damage a day.

Habitat/Society: Ulitharids are the noble folk of illithid society. About one in every 25 illithid tadpoles matures into a ulitharid. The ulitharids become caretakers for the community's elder brain, ambassadors to other illithid cities, and leaders of small illithid villages or outposts. They answer to even more powerful illithids, although none of these beings have ever been seen by surface dwellers.

Ecology: Ulitharids live twice as long as normal illithids, about 250 years. They also spend twice as much time in the tadpole state. Ulitharids are among the most feared creatures of the Underdark; few creatures will stand in their way. For more information on illithids in general, see the *Monstrous Compendium.*

Under the bed is a white gold coffer that contains a preserved illithid brain, a representative of Akuloth's home city's elder brain. This functions as an elder-brain for the outpost, but its telepathic range is only 20'. This coffer is worth 600 gp, but the brain is worthless to any but other illithids, and even then only as an item of social standing. Also in this room, mounted on the wall opposite the entrance, is a *mirror of mental prowess.* Only Akuloth knows the command words for this mirror. It commonly uses the mirror to contact its home city to make reports of the outpost's progress. All of Akuloth's other magical items are either on its person or in the treasury.

The mind flayer is present in its chamber 75% of the time. If it is not here, the elder-brain will detect any intelligent being within 10' of it, and it will report the news to the ulitharid as soon as it comes back into the room.

Akuloth, ulitharid: AC 3 (0 with ring); MV 12; HD 11+8; hp 90; THAC0 9; #AT 6; Dmg special; SA spell ability, *mind blast;* SD spell abilities, limited regeneration, 95% magic resistance; ML 16; AL LE; XP 11,000. For more details on ulitharids, see the sidebar to the left.

Akuloth wears a *ring of protection +3* and a necklace with four *beads of force.* It also owns three *ioun stones:* an iridescent spindle that sustains it without air; a pale lavender ellipsoid that can absorb 20 levels of spells cast at it, as long as the spells are below 5th level; and a vibrant purple prism that stores *gate* and *lightning bolt* spells at the 18th level of use.

The ulitharid is an imposing figure that is feared by all in the outpost except Zhamthrul, and even the beholder respects it. Akuloth can be very diplomatic and runs its outpost as efficiently as possible. It puts its mission—to create a race of soldier-slaves capable of functioning both above and below ground—before all other considerations and is annoyed that it must take time out to arrange the demise of the draknor.

D28. Treasury. Virtually inaccessible from the outside, this bubble in the rock serves as the outpost's treasury. Only Akuloth and Zhamthrul know the location of this area, and only Akuloth can easily reach it (through the use of his *plane shift* ability).

The treasure is neatly kept in six stone chests, the lids of which can be moved only by someone with a strength of at least 16, or by magic (as Akuloth does, with a *levitate* spell). The contents of each chest are listed below:

Chest 1: 6,000 cp.
Chest 2: 4,000 sp; 2,000 cp.
Chest 3: 1,500 pp; 2,500 ep; 2,000 sp.
Chest 4: 5,500 gp.
Chest 5: 45 gems with a base value of 100 gp each.
Chest 6: A scroll with six randomly determined mage spells, a *wand of polymorphing* with 14 charges left, a *dagger +2,* an *amulet of the planes,* and a *robe of stars.*

E. Alystin's Hideout. At this point in the tunnel, a powerful drow priestess named Alystin has created a hideout for herself, using *stone shape* to create a small 10'-square cave. This cave is separated from the tunnel by a 2'-thick wall of stone. Alystin uses *meld into stone* or *plane shift* to enter and exit her hideout.

Alystin was a powerful priestess in her home city, but she has been on a solitary religious quest for several months now. This quest's goal is to purge the Underdark of as many enemies of the drow as possible; her kill list is quite impressive. She hopes to earn a high-ranking place beside her goddess, Lolth, in the afterlife as a result of this quest. She learned of the illithid outpost and the draknor through *stone tell and divination* spells, and saw this opportunity as a perfect chance to achieve her goals.

Since there are no drow communities endangered by the draknor, she wants the creature to continue its destructive tunnelling, thus causing the mountain to explode and wipe out a large number of her enemies. Upon learning of the PCs' intervention (again through the use of *stone tell* and *divination),* she decided to wait for them to pass her hideaway on their journey to the draknor. She plans to follow the PCs silently, using her spells and magical items, observing them and learning their strengths and weaknesses. She can also weaken them by casting spells such as *glyph of warding* as the party sleeps, or *silence 15' radius* and *cloak of fear* from the shadows as they engage in combat with various Underdark denizens. She will not expose herself until the PCs reach the draknor (see area J for details).

Alystin of House Arabani (drow): AC –3 (–7 with buckler); MV 12; T11/C16; hp 80; THAC0 10; #AT 1; Dmg by spell or weapon type; SA spells, backstab ×4, thief abilities, *darkness, suggestion,*

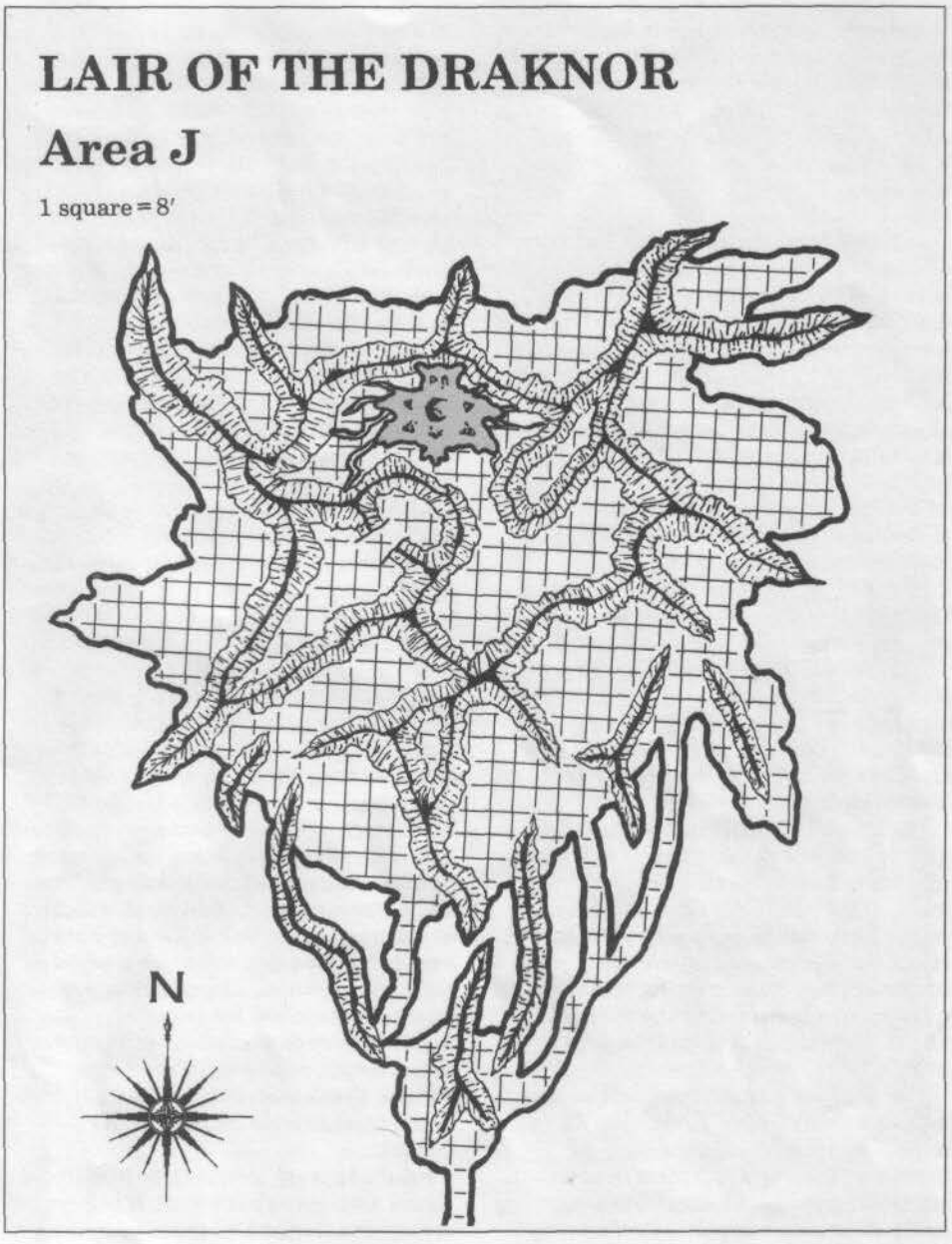
dispel magic; SD thief abilities, *dancing lights, levitate, faerie fire, detect magic, know alignment, clairvoyance, detect lie,* 82% magic resistance, save at +2, immune to some spells (*cause fear, charm person, command, friends,* and *hypnotism);* D 19, C 16, I 15, W 19, Ch 18; ML 18; AL CE; XP 975; MC elf (drow). She has a *buckler +3, elfin chain mail of blending +4* (in the form of normal clothing), a *short sword +4,* a hand crossbow with 10 *sleep*-poisoned bolts, and a *dagger +1,* all of drowish design. She also has a *cloak of arachnida, gloves of missile snaring,* a *ring of water walking,* a *ring of invisibility,* and a clerical scroll written at the 16th level containing *neutralize poison, heal, regeneration,* and *destruction* spells.

In addition to her innate drow abilities, Alystin commonly receives the following spells: *bless, command, cause light wounds* (×2), *cure light wounds* (×2), *detect good, detect magic, protection from good, sanctuary, aid, augury, enthrall, hold person, obscurement, resist fire/cold, silence 15' radius, speak with animals, withdraw, animate dead, cause disease, create food and water, glyph of warding, locate object, meld into stone, stone shape, water breathing, cloak of fear, cure serious wounds* (×2), *divination, free action, poison* (×2), *spell immunity, cure critical wounds, flame strike, plane shift, quest, harm, stone tell, word of recall,* and *exaction.*

F. Dimglow River. If she is still guiding the PCs, Ensaril informs them that their goal lies across this underground river. There is no bridge spanning the 15'-deep, 30'-wide river called the Dimglow due to the phosphorescent algae that grow in its waters. Anyone immersed in the river becomes covered with the algae, which has an effect equal to a *faerie fire* spell for 2-8 turns or until the algae are washed off. The waters of this river are placid and slow.

When the PCs return to this area after discovering that the tunnel has caved in at area G, they may wonder how they are going to reach the draknor. Ensaril suggests that they travel on the Dimglow, although it is a much more dangerous route.

Growing in several spots along the tunnels are 6'-tall mushrooms whose stalks could be lashed together to form a crude raft. Magic can also be used to construct a boat (*folding boats, enlarging* a small buoyant object to form a raft, and using a *wall of ice* spell to create a temporary raft all come to mind).



G. Cave-In. This section of the tunnel has recently caved in due to the earthquakes, blocking the shortest tunnel to the draknor's lair. Ensaril suggests continuing by way of the Dimglow River. Of course, the PCs could use magic to bypass the caved-in area. Some spells, such as *plane shift* and *wish* may work (see "Underdark Encounter Areas" for notes concerning these modes of travel).

H. Dimglow Lake. This entire lake glows with strange phosphorescent algae, bright enough so that a small island can be seen from the shore. The ceiling is 100' above the water level, and the lake is 200' deep in the center. The DM should populate this lake as he sees fit; the island is rife with fungoid life forms.

I. Bridge. This stone bridge was built ages ago but is about to collapse due to the effects of the earthquakes. The Dimglow River flows on to the north, eventually emptying into a huge underground ocean.

There are small beaches to each side of the bridge that are large enough to moor a raft. The short but steep slope up to the tunnel can be climbed automatically by a thief or anyone using a rope. Otherwise, a successful dexterity check is necessary.

J. Lair of the Draknor. Use the map on page 57 when running encounters here. It is in this large cavern that the draknor resides. The cavern's ceiling averages 60′ high, and the whole place is hellishly lit by the molten rock that bubbles at the bottom of the dozens of chasms that crisscross the floor. Anyone who falls into one of these crevices drops nearly 400′ into the magma below and is killed instantly unless some resistance to great heat is possessed (in which case 20d6 hp damage are taken).

In addition, not even the solid floor in this cave is stable. With each round of movement inside the cave, each PC has a 10% chance that the ground under his feet gives way, opening into a 10′-square sinkhole with a depth of 20-400′ (1d20×20). Damage taken depends on the distance fallen, but treat any depth of 400′ as a magma chasm.

The PCs will almost immediately be able to see the draknor, which will look monstrous indeed in this red-lit environment. It may be fairly described as an immense, rocklike crab with pincers and tentacles illuminated by the fire and magma below. Its burrowing tentacles quiver, perhaps drawing the party's attention to them as special targets to attack.

The draknor attacks intruders as soon as they enter its cave, first using its breath weapon, then using both its breath weapon and tentacles in each succeeding round. The draknor stops using its breath weapon only if all intruders leave at once, or if the intruders go into melee or severely damage the draknor. At this time it opts for regeneration.

If the draknor is knocked loose from its anchor tentacles, it falls into the magma below. The earthquakes soon stop, and the problem appears to be over. But the draknor will not die unless enough damage is done to it in the fall. If it survives, the draknor continues to grow. In four weeks it matures and returns to the para-elemental plane of Magma. The vortex resulting from its leaving sets off the volcano, destroying Needlespire and all who live below the mountain.

In addition to the draknor, the PCs may have a second opponent in this cavern. If she still lives, Alystin the drow (see area E) appears at this time and tries to stop the party from slaying the draknor. First she casts her *exaction* spell, summoning up a denizen of the outer planes named Ndulu (who owes Alystin a favor). The two of them try to kill the PCs as quickly as possible, using their spells and abilities to the utmost. Because the draknor cannot tell the difference between outer planar creatures, drow, and surface dwellers, the DM should randomly determine whom it attacks each round, giving equal chances to Alystin's and the party's forces.

Alystin flees if brought below 10 hp; her henchman leaves as well. Statistics for Alystin appear at area E; the draknor is detailed at the end of this adventure.

Ndulu: AC –2; MV 6, fly 15; HD 8+8; hp 58; THAC0 13 (12 with sword); #AT 1 (huge saw-toothed *sword +1);* Dmg 1d12+1; SA whip (there is a 1-4 chance on 1d6 each round that Ndulu attacks with this whip; if the whip hits, Ndulu drags its target into the flames that continually surround its body, doing 4-24 hp damage); SD +1 or better weapon to hit; 75% magic resistance; half damage from cold, fire, electricity, and gas; can use numerous spell abilities at will, one at a time (*teleport without error; darkness 10′ radius; cause fear* (as a *wand of fear); pyrotechnics; dispel magic; suggestion; telekinese* 600 lbs.; *symbol of fear, discord, sleep* or *stunning; infravision; detect magic; read magic; read languages; detect invisibility);* Int high; Size H (12′ tall); Morale 20; AL CE; XP 10,000.

Ndulu appears to be a huge humanoid figure with great bat wings. It is fiery orange in color and wrapped in roaring flames that never cease to burn. Grotesque facial features, great horns, and a rough-scaled skin add up to make a repellent opponent with a ferocious temper.

Concluding the Adventure

If the draknor reaches maturity (a process that takes about four weeks from the time the PCs start the adventure), the cavern complex under Needlespire is destroyed in a fiery explosion. Any PCs still underground at that time are killed at once.

Should the PCs slay the draknor and avert disaster, the party's mission is over but its adventure is not. As soon as the draknor is dead, Ensaril instantly attacks the party, starting with a *Mordenkainen's disjunction* spell from her scroll and following up with her other spells. If she is losing the battle, she tries to flee, using her *blink* and *improved invisibility* spells. If Ensaril gets away, she later tries to kill the PCs with hit and run tactics.

Without a guide, it is up to the PCs to decide whether to return to Burrok or go back to the illithid outpost (for revenge, no doubt). The illithids do not expect the PCs to return and will have started to raid nearby villages (including Burrok) for experimental stock. Should the PCs return to the outpost, they will have the advantage of surprise—for a while.

As with most adventures, the events described herein may not go exactly as planned. For example, if Ensaril dies before the PCs reach the draknor, they may wander about aimlessly for weeks and never find the draknor in time. The DM should deal with these problems as they occur or make plans to avoid them.

The town of Burrok can serve as a base of operations for several adventures in the underworld, as can the illithid outpost if the PCs manage to clear it out. Of course, there is always the chance of more illithids arriving to reclaim the outpost. Also, should Zhamthrul, Alystin, Alak, Akuloth, or Ensaril survive, they would each seek revenge on the PCs.

And what about the draknor? Suppose there are others ready to hatch. What sort of creatures are they when fully matured? Only through more adventures can these questions be answered.

Draknor

CLIMATE/TERRAIN: *Special*
FREQUENCY: *Very rare*
ORGANIZATION: *Solitary*
ACTIVITY CYCLE: *Any*
DIET: *Heat/Carnivore*
INTELLIGENCE: *High (13-14), but special*
TREASURE: *Nil*
ALIGNMENT: *Neutral*
NO. APPEARING: *1*
ARMOR CLASS: *–7/–1/2*
MOVEMENT: *Nil*
HIT DICE: *20 (this specimen has 146 hp)*
THAC0: *5*
NO. OF ATTACKS: *2 claws, 4 tentacles*
DAMAGE/ATTACK: *3-18/3-18/2-8/2-8/2-8/2-8*
SPECIAL ATTACKS: *Earthquakes, constriction, breath weapon, swallow whole*
SPECIAL DEFENSES: *Hit only by +2 or better weapons; weapon and spell immunities; regeneration*
MAGIC RESISTANCE: *60%*
SIZE: *G (55′ across)*
MORALE: *Fearless (20)*
XP VALUE: *26,000*

Draknor are very rarely encountered on the Prime Material plane. These creatures go through three distinct stages of growth: egg, larva, and adult. The statistics above represent a draknor in its larval stage only; the DM must invent statistics for the mature form of a draknor if one is encountered.

In the larval stage, a draknor is 55′ wide, 40′ long, and about 25′ high, not including the several dozen feeding tendrils that trail beneath. These tendrils can reach amazing lengths, up to a mile long at times. A draknor larva cannot move from its lair and thus has no movement rate. Its feeding tendrils, however, can slither like snakes at a movement rate of 15 and can burrow through solid rock at a movement rate of 9. This burrowing is achieved by melting the stone with the draknor's intense heat.

The draknor supports itself with 12 rock-hard extensions that attach to nearby cave walls. Two reptilian claws protrude from the monster's front, and four large tentacles adorn its back. A draknor's body is made up of two distinct shells. A 6″ gap between the upper and lower shells sports dozens of stalked eyes and sensory organs.

Although the draknor has high intelligence, its thought processes are totally alien to anything else in existence.

Combat: Draknor in their larval stage of growth are powerful entities indeed. A draknor's shell is the consistency of stone; attacks against its main body, support tentacles, or lizardlike arms and claws are against AC –7. Its four dorsal tentacles are somewhat softer; they have an armor class of –1. It is the draknor's feeding tendrils and the gap between its two shells that are the softest; here the draknor is only AC 2.

A draknor attacks six times a round in melee combat. Two attacks are with its claws, while the other four are with its dorsal tentacles. If a tentacle hits, it constricts its target for 2-12 hp damage per round, with no to-hit roll necessary in subsequent rounds. Breaking free requires a strength of at least 22 or the severing of the tentacle. Each tentacle has 30 hp in addition to the body's total. Instead of constricting a target, or if its claws hit a being of size L or smaller with a number four or more over the

number needed to hit, the draknor pops the victim into its mouth. Swallowed PCs take 10-100 hp damage per round due to both acid and heat, and can escape only by doing 50 hp damage to the draknor's interior, which is AC 2. If this is done, the victim is spit up immediately.

A draknor is hit by only +2 or better weaponry. It is immune to poison and lightning, and takes half damage from acid. Cold causes double damage. Fire and heat heal the draknor for a number of hit points equal to the attack's normal damage, up to the creature's maximum hit points.

A draknor cannot be magically controlled and, since its thought processes are so alien, it is immune to all forms of mental attack. Treat it as if it had a 25 wisdom on Table 5, on page 17 of the 2nd Edition *Player's Handbook*. It is immune to and reflects *mind blast* as well.

The 30 tendrils that trail under the draknor's body tap into heat reserves (usually pools of magma, but any continual source of great heat will do). Each tendril takes 10 hp damage to sever. If all the tendrils are severed, the draknor will no longer have a method of consuming heat and will die of starvation in about two weeks. As long as at least one of the tentacles is even partially intact, the draknor will regenerate all damage at the rate of 3 hp per round. For every 10 tentacles severed, the number of hit points regenerated per round decreases by one.

A draknor has two ways to attack assailants at long range. First, it can send a burrowing tentacle through the rocky ground under a target, causing a minor, localized earthquake that knocks the target down on a successful hit. The victim must also save vs. paralyzation or be stunned for 2-5 rounds. The draknor can attack up to three targets per round in this fashion.

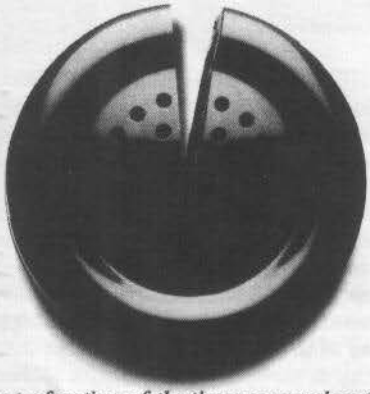
Second, in any round that it is not swallowing something, a draknor can choose to forego its regeneration and spew the heat from its mouth at any one target. This heat takes the form of a ruby-red ray that is 1′ wide and up to 200′ long. If this attack hits, the target must save vs. breath weapon or take 5-60 (5d12) hp damage (half damage if the save is made). Although the draknor is not damaged by its own heat ray, neither can it heal itself by striking itself with this ray.

Habitat/Society: A draknor spends the first part of its life on the Prime Material plane. It is not known how draknor eggs arrive here, but it may be inferred that an adult draknor travels to this plane to place its eggs in secluded spots. In its egg form, a draknor is defenseless, but it soon hatches into the larval form and begins to search for food. Draknor are never encountered except singly and are always found underground. Once fully grown, the draknor migrates to the para-elemental plane of Magma to live out the rest of its life. Not much is known about adult draknor, as they have never been seen on this plane. These adults are certain to be much more powerful than their larvae, although exact details are up to the individual DM.

Ecology: The draknor begins life as a 2ft-long egg with no forms of attack or defense. The egg has an armor class of 8 and can be destroyed very quickly and safely. After a year of growth, the egg has expanded to a length of 20′ and is ready to hatch.

To grow to adulthood, the draknor larva that emerges from the egg must find a source of continual heat within two weeks or it will die. To accomplish this, the immobile draknor uses a set of 30 burrowing tendrils that snake through the ground to find pockets of molten rock. Once this is magma is located, the draknor begins to grow again, gaining 1 hp every other day (starting with a total of 100). As soon as it reaches a total of 160 hp, the draknor is mature and migrates to the para-elemental plane of Magma. The great vortex of energy created by its leaving usually transforms the area into a flaming volcanic region.

Although draknor are highly intelligent, they cannot (or choose not to) communicate with other life forms. Due to their destructive life cycles, they are hunted down as soon as their presence becomes known. Although draknor eat mainly heat, they are capable of digesting both organic and inorganic substances. Just how these other substances are used in draknor metabolism is not clear, although many sages hypothesize that the draknor gain both their intelligence and sensory faculties from these sources. Ω



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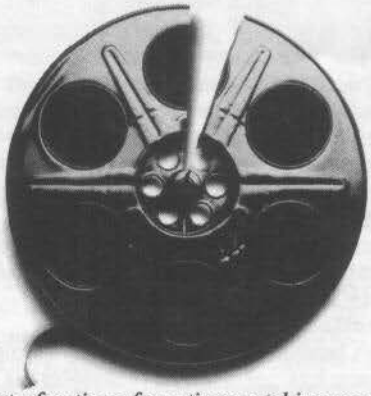

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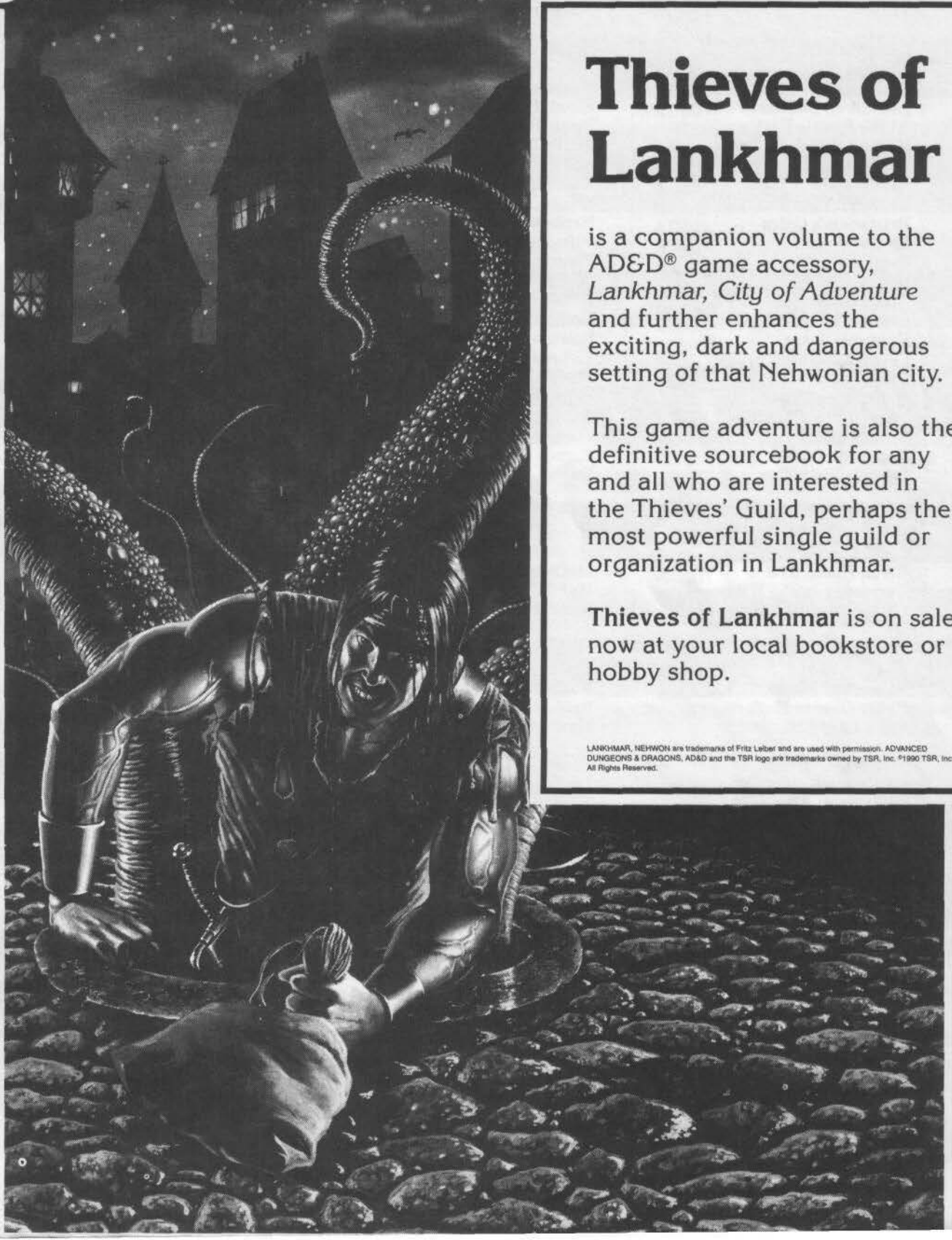

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4	Escape From the Tower of Midnight	Kane, Paul	AD&D	2-4 (thieves)
5	Eyes of Evil, The	Hickerson, Tom	AD&D	10+
3	Falcon's Peak	Howery, David	AD&D	1-3
8	Flowers of Flame, The	Batista, Jay	AD&D-OA	5-8
4	Fluffy Goes to Heck	Reid, Rick	AD&D	3-5
8	For a Lady's Honor	Hammons, Estes	AD&D	4-7 (thieves)
6	Forbidden Mountain	Church, Larry	AD&D	6-8
9	Ghostship Gambit, The	Maxwell, Randy	D&D/Expert	3-6
15	Glass House, The	Baur, Wolfgang	AD&D	4-6
13	Going Once...Going Twice	Elrod, Patricia	AD&D	Any
9	Golden Bowl of Ashu H'san, The	Swan, Rick	AD&D-OA	2-4
1	Grakhirt's Lair	Nephew, John	AD&D	1-3
1	Guardians of the Tomb	Smith, Carl	AD&D	3-5
5	Hirward's Task	Stump, Rich	AD&D	4-8
24	Hitch In Time, A	Walsh, Willie	AD&D	7-10
19	House of Cards	Maxwell, Randy	AD&D	9-12
6	House of the Brothers	Shipley, Mark	AD&D	6-10
12	Huddle Farm	Walsh, Willie	AD&D	1-4
17	Hunt In Great Allindel, The	Emerich, Richard	AD&D	4-7
21	Incident at Strathern Point	Maaske, Matthew	AD&D	8-10
8	In Defense of the Law	Sargent, Carl	AD&D	7-10
24	In the Dread of Night	Dupuis, Ann	D&D/Basic	1-3
2	In the Dwarven King's Court	Walsh, Willie	AD&D	3-5
15	In Pursuit of the Slayer	Sargent, Carl	D&D/Expert	6-9
1	Into the Fire	Boucher, Grant & David	AD&D	6-10
12	Intrigue in the Depths	Lach, Michael & Pisto, Rocco	AD&D	4-7
18	Irongard	Greenwood, Ed	AD&D	1-3

Issue	Title	Author(s)	System	Level
21	Jammin'	Ward, James M.	AD&D-SPELLJAMMER™	Any
7	Jingling Mordo Circus, The	Broquard, Vic	AD&D	10+
5	Kappa of Pachee Bridge, The	Batista, Jay	AD&D-OA	2-5
2	Keep at Koralgesh, The	Giacomozzi, R. & Simmons, J.	D&D/Basic	1-3
4	Kingdom in the Swamp	Nephew, John	AD&D	6-9
5	Lady of the Lake, The	Ferguson, Laura	AD&D	1
22	Leopard Men, The	Howery, David	AD&D	8-10
12	Light of Lost Souls	Findley, Nigel	AD&D	2-4
9	Lurkers In the Library, The	Elrod, Patricia	AD&D	1-3
14	Masqueraider	Maxwell, Randy	AD&D	2-5
7	Matchmakers	Elrod, Patricia	AD&D	1-3
14	Master of Puppets	Sargent, Carl	AD&D	6-8
10	Monsterquest	Garcia, Vince	AD&D	1-3 (humanoids)
13	Moor-Tomb Map, The	Bailey, Jon	AD&D	2-4
8	Mountain Sanctuary	Nephew, John	AD&D	1-3
16	Necropolis	Findley, Nigel	AD&D	2-4
7	Nightshade	Findley, Nigel	AD&D	1-3
13	Of Nests And Nations	Maxwell, Randy	D&D/Expert	8-12
23	Old Sea Dog	Kane, Thomas	AD&D	2-5
17	Out of the Ashes	Boucher, Grant	AD&D	8-12
16	Palace in the Sky	Szinger, Martin & John	AD&D	7-10
14	Phantasm Chasm	Kjerland, Erik	AD&D	5-7
17	Pit, The	Doering, Randal	AD&D	3-5
9	Plight of Cirria, The	Boucher, Grant & David	AD&D	8-12
20	Pride of the Sky	Maxwell, Randy	D&D/Expert	8-12
23	Pyramid of Jenkel, The	Walsh, Willie	AD&D	8-10
14	Question of Balance, A	Findley, Nigel D.	AD&D	8-12
22	Rank Amateurs	Terra, John	D&D/Basic	1-3 (humanoids)
15	Roarwater Caves	Walsh, Willie	AD&D	1-4
5	Rotting Willow, The	Bromley, Edward	AD&D	7-9
13	Ruins of Nol-Daer, The	McClesky, H. L.	AD&D	5-8
7	Samurai Steel	Salas, Dan	AD&D-OA	3-5
12	Scepter of the Underworld	Jacobs, James	AD&D	12 (solo)
10	Secrets of the Towers	Church, Larry	AD&D	1+
19	Serpent's Tooth, The	Findley, Nigel	AD&D	3-6
20	Ship of Night, The	Baur, Wolfgang	AD&D	7-9
10	Shrine of Ilsidahur, The	Nephew, John	AD&D	3-6
5	Stolen Power, The	Kelk, Robert	AD&D	1-3
14	Stranded on the Baron's Island	Walsh, Willie	AD&D	4-6
18	Tallow's Deep	Gilbert, Steve & Slavicek, Bill	AD&D	4-7
10	They Also Serve...	Kelk, Robert	AD&D	5-7 (thieves)
10	Threshold of Evil	Bennie, Scott	AD&D	14-18
24	Thunder Under Needlespire	Jacobs, James	AD&D	8-12
2	Titan's Dream, The	Todorsky, W. Todo	AD&D	5-9
22	Tomb It May Concern	Maxwell, Randy	AD&D	4-6 (paladin)
6	Tortles of the Purple Sage, Part 1	Rasmussen, Merle & Jackie	D&D/Expert	4-10
7	Tortles of the Purple Sage, Part 2	Rasmussen, Merle & Jackie	D&D/Expert	4-10
13	Treasure Vault of Kasil, The	Gostigian , P. & Kopsinis, N.	AD&D	5-7
4	Trouble at Grog's	Boucher, Grant & David	AD&D	1
5	Trouble With Mylvin Wimbly, The	McCray, Andrew	D&D/Basic	1-3
22	Unchained!	Norman, Bruce	AD&D-DRAGONLANCE®	6-10
19	Vanishing Village, The	Rowland, Marcus	AD&D	3-5
23	Vineyard Vales, The	Maxwell, Randy	D&D/Basic	2-4
16	Vesicant	Doering, Randal	AD&D	4-6
17	Waiting Room of Yen-Wang-Yeh, The	Kramer, Greg	AD&D-OA	5-6
11	Wards of Witching Ways	Zarathustra, Christopher	AD&D	3-5
14	Wererats of Relfren, The	Boucher, Grant & Wenz, William	D&D/Expert	3-6
6	White Death	Maxwell, Randy	AD&D	4-7
20	White Fang	Findley, Nigel	AD&D	10 (solo thief)
18	Whitelake Mine	Walsh, Willie	AD&D	2-4
11	Wooden Mouse, The	Smith, Roger	AD&D	5-8 (thieves)
8	Wounded Worm, The	Kane, Thomas	AD&D	4-8
15	Wreck of the *Shining Star*, The	Emerich, Richard	AD&D	4-8

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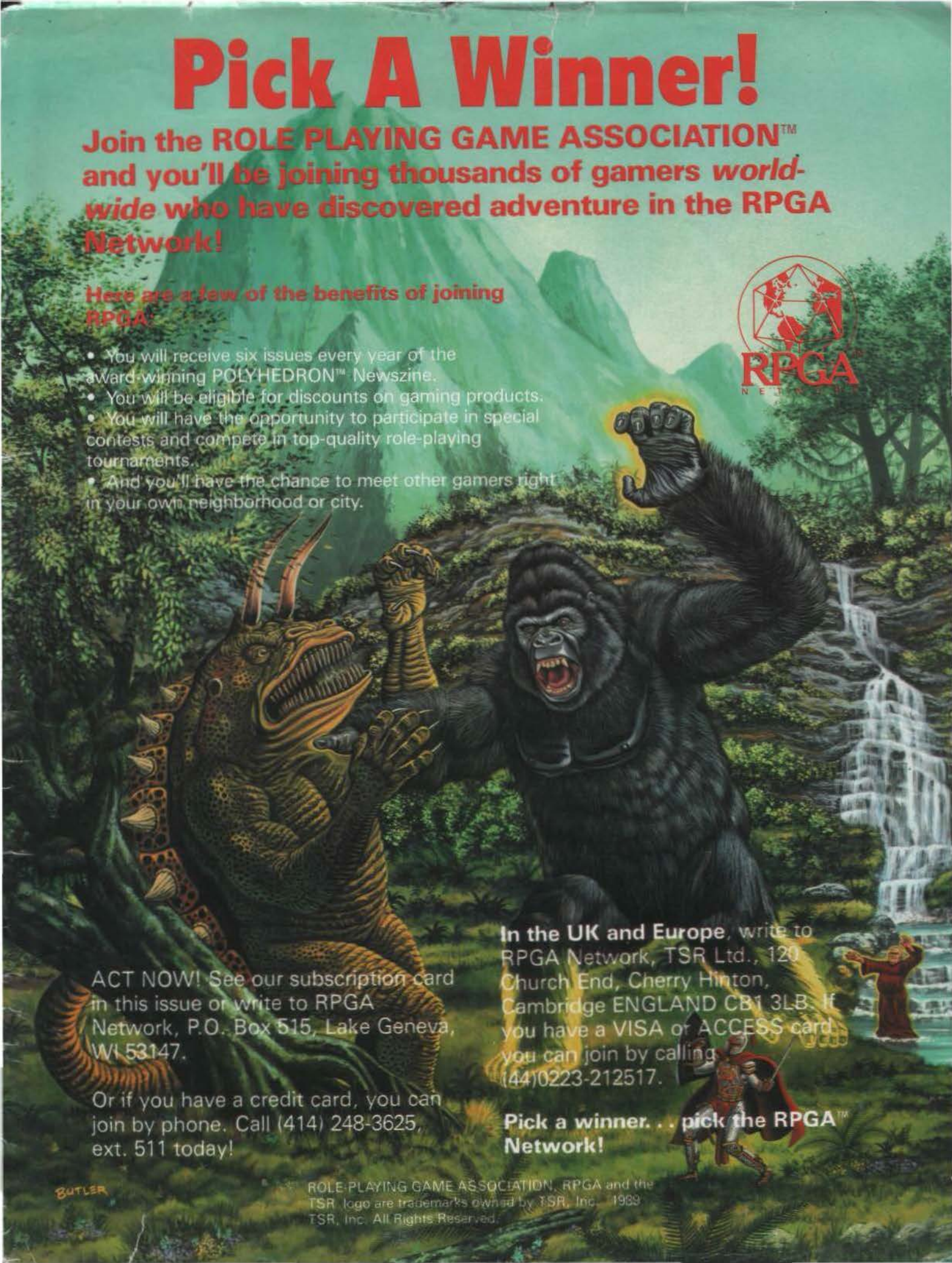

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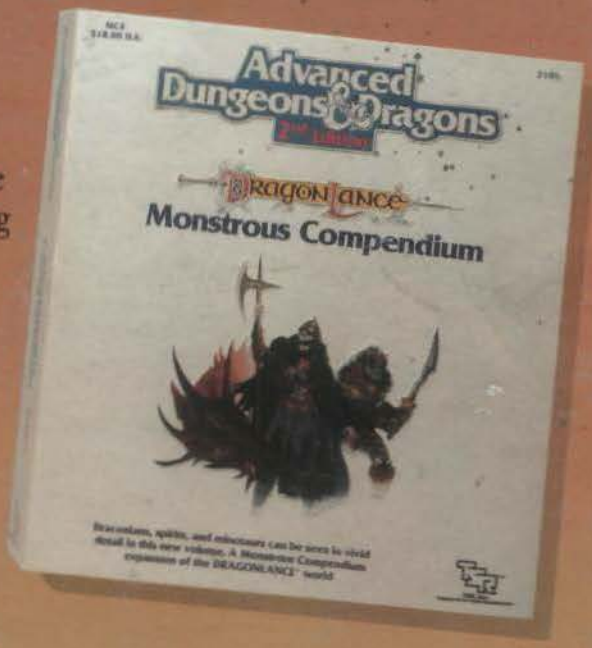

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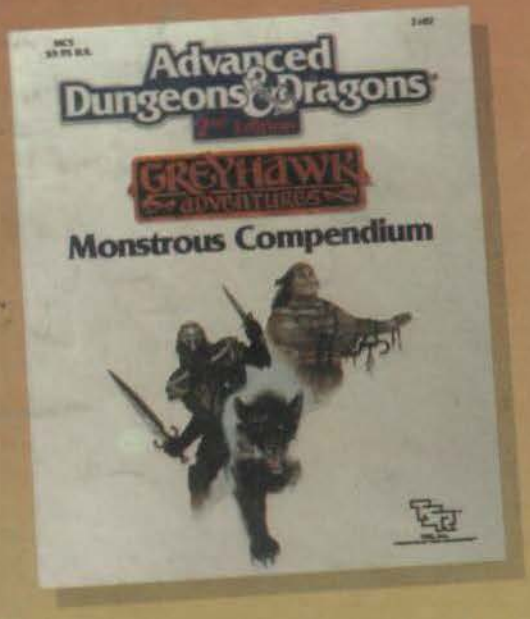

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